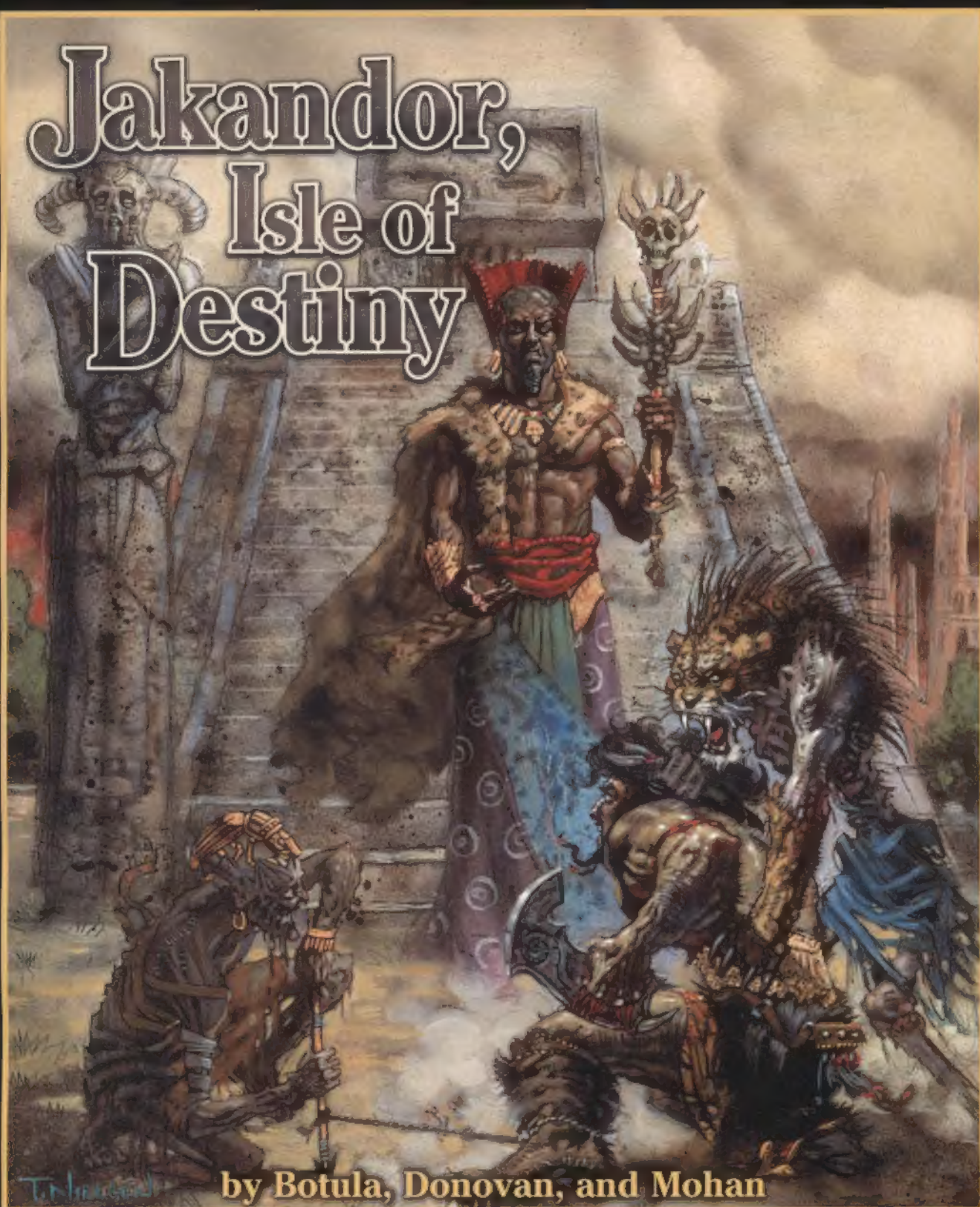




Advanced
Dungeons & Dragons®
Campaign Setting
O d y s s e y™

Jakandor, Isle of Destiny



by Botula, Donovan, and Mohan

RANDOM ENCOUNTER TABLES

	Clear	Forest	Ruins	Mountains	Swamp
2	Fire Beetle (18)	Hangman Tree (293)	Living Wall (224)	Fire Lizard (226)	Sword Spider (326)
3	Oblivian (293)	Horse (194)	Olive Slime (276)	Peryton (286)	Thornslinger (291)
4	Horse (194)	Charonti scholars (196)	Common Mimic (250)	Gorgon (172)	Killer Frog (119)
5	Charonti scholars (196)	Owlbear (284)	Tunnel Worm (42)	Megalo-centipede (42)	Poisonous Frog (119)
6	Undead**	Brown Bear (17)	Knorr/Outcast	Minotaur Lizard (226)	Slime Creature (276)
7	Giant Lizard (226)	Mountain Lion (36)	Carion Crawler (35)	Fire Beetle (18)	Will o'wisp (361)
8	Knorr/Outcast	Knorr	Otyugh (283)	Mountain Lion (36)	Giant Frog (119)
9	Cattle (243)	Wild Stag (241)	Common Bat (15)	Cave Bear (17)	Crocodile (49)
10	Antelope (243)	Wolf (362)	Undead**	Wild Eagle (27)	Giant Tick (204)
11	Knorr/Outcast	Wild Boar (241)	Giant Centipede (42)	Goat (241)	Giant Slug (319)
12	Wolf (362)	Black Bear (17)	Shrieker (120)	Huge Bat (15)	G. Constrict Snake (320)
13	Jackal (241)	Undead**	Giant Rat (300)	Huge Spider (326)	Large Spider (326)
14	Gt. Poison Snake (320)	Omen*	Lurker (229)	Omen*	Omen*
15	Boring Beetle (18)	Stag Beetle (18)	Gelatinous Cube (278)	Griffon (178)	Giant Leech (219)
16	Phase Spider (326)	Anhkeg (7)	Gas Spore (120)	Wyvern (366)	Giant Crocodile (49)
17	Lycanthrope*	Lycanthrope*	Crawling Claw (48)	Lycanthrope*	Knorr/Outcast
18	Greater Basilisk (14)	Phase Spider (326)	Slithering Tracker (280)	Knorr/Outcast	Hydra (200)
19	Amphisbaena (320)	Bulette (33)	Ascomoid (120)	Displacer Beast (56)	Pyrohydra (200)
20	Bulette (33)	Aurumvorax (10)	Brown Mold (255)	Roc (303)	Shambling Mound (293)
	Badlands	Grassland	Ocean	Lycanthrope*	Undead**
2	Lesser Basilisk (14)	Behir (20)	Kraken (331)	Shark (117)	Haunt (186)*
3	Megalo-centipede (42)	Megalo-centipede (42)	Giant Whale (358)	Shark (117)	Heucuva (188)
4	Leucrotta (221)	Horse (194)/Undead**	Giant Shark (117)	Werebat (233)	Mummy (261)
5	Behir (20)	Charonti scholars	Giant Crab (50)	Wereraven (238)	Wight (360)*
6	Horse (194)	Undead** (Horse)	Giant Squid (331)	Wererat (237)	Crawling Claw (48)
7	Giant Toad (345)	Giant Toad (345)	Dolphin (59)	Wereboar (235)	Animal Skeleton (315)
8	Outcast/Charonti scholars	Huge Spider (326)	Sea Lion (310)	Grizzly Bear (17)	Ghoul (131)*
9	Huge Scorpion (309)	Giant Centipede (42)	Shark (117)	Rat Pack (300)	Serathi
10	Undead**	Wolf (362)	Common Whale (358)	Werewolf (240)	Skeleton (315)
11	Giant Lizard (226)	Antelope (243)/Knorr	Killer Whale (358)	Wolves (362)	Common Zombie (373)
12	Large Spider (326)	Poison Snake (320)	Strangleweed (293)	Werewolf (240)	Skeleton (315)
13	Giant Ant (204)	Large Spider (326)	Knorr/Charonti scholars	Wild Boars (241)	Common Zombie (373)
14	Giant Scorpion (309)	Giant Scorpion (309)	Sea Lion (310)	Weretiger (239)	Ghast (131)*
15	Poisonous Toad (345)	Poisonous Toad (345)	Dolphin (59)	Wererat (237)	Monster Skeleton (315)
16	Omen*	Omen*	Omen*	Wereboar (235)	Ju-Ju Zombie (373)
17	Gorgon (172)	Blink Dog (57)	Hippocampus (189)	Werebear (234)	Crypt Thing (51)
18	Hippogriff (190)	Lycanthrope*	Narwhal (358)	Werebat (233)	Wraith (365)*
19	Bulette (33)	Insect Swarm (206)	Giant Octopus (271)	Seawolf (232)	Ghost (130)*
20	Fire Lizard (226)	Snapper-Saw (291)	Leviathan (358)	Seawolf (232)	Spectre (323)*

The numbers in parenthesis "(117)" indicate the page number in the MONSTROUS MANUAL™ tome where a description of this creature is found. When two entries are listed after a number, the first creature type is located in the wilderness areas, while creature listed after the slash "/" is the result when the encounter occurs near a ruin or Charonti settlement.

Lycanthrope* -- roll again on the Lycanthrope subtable for specific creature type encounter.

Undead** -- roll again on the Undead subtable for specific creature type encountered.

Ghast(131) -- these creatures are not Charonath created by the Charonti Serathi, rather they are disembodied spirits or feasters on the dead, by-products of animating the dead.

Omens* -- an "OMEN" is an event or sighting that seems to bode fair or ill for the heroes. The DM should create omens that forewarn the heroes of the nature of an upcoming encounter, lead them to the right path, or just to enhance the mood of the adventure creating a sense of wonder, dread, anger, or some other emotional response. Omens may use traditional superstitious symbols or they may be inventions of the DM. Some examples of omens:

Ravens circling
Something falling across the path
A shadow falling across the heroes

An animal caught in the brush
Finding a lucky item, (coins or clovers)
Something breaking

A light or fire flickering and going out
The clouds parting
... and so forth.

Advanced
Dungeons & Dragons®
O d y s s e y™

JAKANDOR: ISLE OF DESTINY

PLAYER'S GUIDE

CREDITS

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Introduction:

WELCOME TO JAKANDOR



On a sun-bleached plain lie the sprawling

ruins of a once great city. For miles, huge crumbling walls rise up like broken cliffs. Deep within the ashes of this elder empire, the descendants of a lost and golden age have begun the process of reclaiming their birthright. These wise and gentle people with a passion for learning, wisdom, and justice are beginning to forge a new civilization—a civilization that will bring peace and prosperity to the darkened world around them and raise knowledge and magic to levels unimagined by their ancestors.

In the austere Court of the queen, philosophers gather to conceive their vision of the just society. In the queen's council, high wizards pore over ancient documents and plan expeditions to recover lost magic that exists now only in legend. At the borders of the ruins, keen-witted officers command legions of undead laborers as they clear the rubble and begin to restore the former beauty of the abandoned quarters of the cities. These people keep their deceased ancestors close beside them. They allow their fallen family members to return and serve the community even beyond their life, performing manual labor so as to free the living to use their intellect and wisdom for the benefit of all.

Welcome to Jakandor, island home of the ancient people who call themselves the Charonti (sha RON ty). For the Charonti the terms "duty" and "justice" define what it means to be human. A people descended from survivors of an apocalyptic plague, the Charonti are struggling to reclaim their island home and past glory!

JAKANDOR: Isle of Destiny is one of three products presenting a new campaign setting pitting a nation of wizards against tribes of barbarians in a battle to claim the strange lands of Jakandor. This set and its companion product, JAKANDOR: Island of War, are designed to be read and used by players of the ADVANCED DUNGEONS & DRAGONS® game. Each of these products describes a different culture that believes itself to be the highest form of civilization, and the other as deca-



dent and destructive.

Using this Player's Guide, players may create unique heroes of the Charonti, a nation of specialized wizards. The DM's Guide presents the Dungeon Master with the tools to create their the Knorrman enemies. The third and final product in this set, JAKANDOR: Land of Legend, presents the Dungeon Master with the tools to create never-ending adventures in this wilderness.

Players will find the Charonti to be a rational and wise people, a thoughtful race of scholars and explorers. Theirs is a highly magical culture that places duty to the community and social justice above all things, including their personal goals. The Charonti are survivors who are in danger of losing their magnificent heritage of learning and magic to their enemy the barbaric Knorr (NOR).

The Knorr are a beast-like race of superstitious savages who have invaded the island. They are themselves survivors of a mindless war that they started and which ultimately drove them from their homeland. The Knorr appear to fear magic and revel in



Chapter Three

describes all the distinctive and varied Charonti Character Kits. Nine new specialized wizard kits are provided. Most wizards are members of the Addakainen, a group of colleges that strive to recover the lost lore and knowledge of the past. Priest kits are included that reflect the decline in religious faith and the rise in a belief that the redemption of the Charonti will come through devotion to their just society. A few priests who continue to devote themselves to the dwindling faith of the god of their ancestors as well as the gods of primitive peoples whose worship is described in the ruins of their lost civilization are also presented. Charonti society includes a handful of rogue kits, ranging from dedicated administrators of the Crown to lawless bandits. Finally, the single type of Charonti warrior kit, who commands the legions of undead, as well as a kit that allows players to try the role of one of the unliving Charonath (SHA ro nath), are detailed.

Chapter Four is packed with ideas and rules that define Charonti culture. Their complex caste system is explained, as well as how they structure their expeditions into the ruins.

Chapter Five covers arms and equipment and introduces some new non-weapon proficiencies. Magical items that are so common that they can be purchased in marketplaces are described. The enchanted unliving machines of the Charonti as well as the mysterious technology of the elder civilization are explained also.

Chapter Six presents new spells and magical items that are the pride of Charonti research and learning.

Though players may read all the information in this book, they should understand that the DM still has the right and the responsibility to add, delete, or change any of this material to create the type of campaign he is most comfortable with. However the DM chooses to change what is presented here, the resulting world will be one with a lot of challenge and excitement.

The culture of the Charonti grows from the traditions of magic and a reasoning society, both real and imagined. *Isle of Destiny* describes a world that may seem familiar in many ways, but is also different from any other roleplaying game setting. Players have can experience and enjoy the sense of discovery that the Charonti feel as they explore their ancient island home.

Knowledge is power!

blood-

shed. They

have begun to systematically plunder the ancient ruins of the Charonti,

destroying all vestiges of the once

high culture in order to create trophies for their lodges. The Knorr seem bent on

annihilating any remnants of the Charonti ancestry and destroying their undead ancestors of this ancient people and the servants of

society with a mindless and insatiable rage. If the Charonti cannot stop the howling Knorr, they will lose everything their people were, and everything they might become.

This booklet presents the history, culture, and creations of this kind people. Here too are rules for creating new character kits for this nation of spell-casters. The information is presented in these sections:

Chapter One describes the history of the Charonti people. It follows them from the dawn of Time through the age of the Wasting Plague and beyond to the reconstruction of the last 150 years. It is a story of glory and beauty lost, death, a difficult survival, and finally rebirth. The retelling of this history reminds each Charonti of the importance of duty and the nature of the cycles that rule all things.

Chapter Two gives an overview of Charonti society. Many of the ideas introduced in this chapter are explained in detailed rules elsewhere in this book. This chapter describes all the important threads that form the fabric of Charonti life and provides a context for the chapters that follow.



Chapter One: **HISTORY**

A gift to my brother Nadaal, for study and commitment to memory

upon his departure to the Addakainen. Little brother, though you have heard these stories many times, I have written them for you so that you may commit them to your memory. Perfect your recall and strengthen your mind so that you may study magic at the Addakainen in the tradition of your lineage. Duty to your ancestors will bring learning to your children. Through the learning of our people we shall cast darkness from the world.

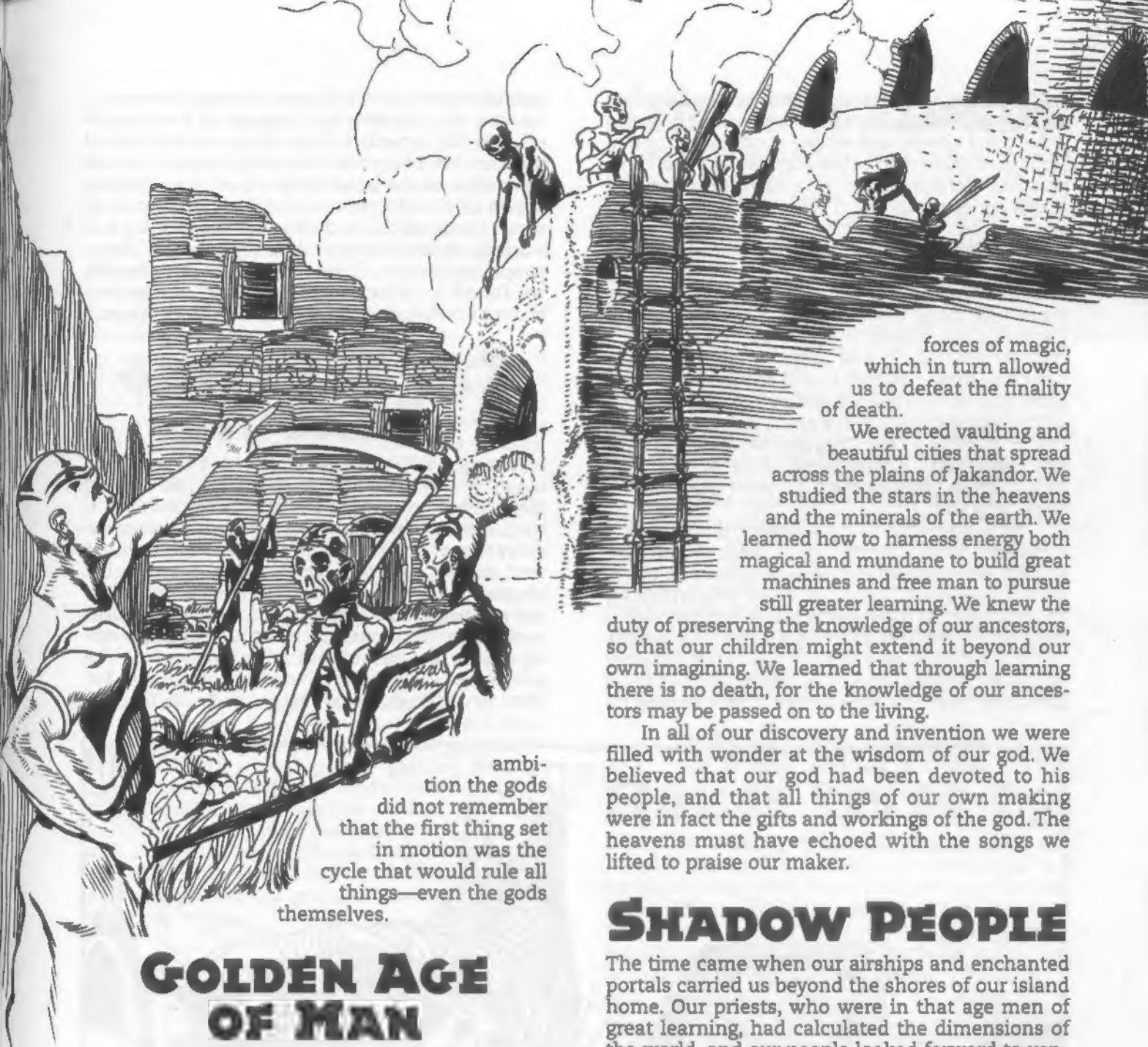
HOW THE WORLD WAS MADE

We are the Charonti, the First People. We were made, as were all peoples, in the image of a god. We were made by the first god, the god of death and rebirth, the sleeping god, whose name we must not speak lest we wake him. For where the gods are drawn, there can be no peace.

We were the First People, and like all people that follow, we were born out of the vanity of a god. Not satisfied with the limits of his dominion, our god made the heavens and the earth and the cycles which rule them. He created the cycles of time and space, and of life and death. All these things he set into motion so that he might set within it all the Charonti, perfect creatures who would adore their maker and in their adoration exalt him and elevate him above all the lesser gods. He expected the lesser gods to stand in awe and wonder at the perfection of his creation.

Instead, the lesser gods were consumed with jealousy. In their own limitless vanity they followed suit and crowded the world with squalid races of all shapes and dispositions. But the breath of the wind and the heart of the earth had already been expended to create the Charonti. There were only poor scraps left, and when the lesser gods made their people, they made sad fragments of men who were but shadows of the Charonti. They could not give the shadow races the wisdom to know justice, and as such those races could never know peace. They could never know happiness, and they warred among themselves.

The simplest of the gods were left with nothing to make but the beasts that fed upon one another and lived their short lives in savagery and fear. All the world was peopled to howl its cacophonous praise to the petty gods who never tire of hearing it ring through the firmament. In their



ambition the gods did not remember that the first thing set in motion was the cycle that would rule all things—even the gods themselves.

GOLDEN AGE OF MAN

As you know, little brother, we were made in the image of a god. We were a pious people who served the god dutifully and loved wisdom. The god set us alone and apart from the world on our island home of Jakandor the Forge, so named because it is the forge on which man was created, and the forge on which man in turn created civilization.

Like the god who made us, we were prey to vanity and pettiness, but our love of wisdom was greater than our worst faults. We found the wisdom of living in peace, and we invented language. Soon we discovered that the source of strength in man lay in the very bones of his body—for it is from the substance of bone that magic draws its life. Our love of learning allowed us to master the

forces of magic, which in turn allowed us to defeat the finality of death.

We erected vaulting and beautiful cities that spread across the plains of Jakandor. We studied the stars in the heavens and the minerals of the earth. We learned how to harness energy both magical and mundane to build great machines and free man to pursue still greater learning. We knew the

duty of preserving the knowledge of our ancestors, so that our children might extend it beyond our own imagining. We learned that through learning there is no death, for the knowledge of our ancestors may be passed on to the living.

In all of our discovery and invention we were filled with wonder at the wisdom of our god. We believed that our god had been devoted to his people, and that all things of our own making were in fact the gifts and workings of the god. The heavens must have echoed with the songs we lifted to praise our maker.

SHADOW PEOPLE

The time came when our airships and enchanted portals carried us beyond the shores of our island home. Our priests, who were in that age men of great learning, had calculated the dimensions of the world, and our people looked forward to venturing out across it with great excitement.

The first expedition was launched under the rule of Ihnkaheser XXIII in the year 4335 of the Hramnethes dynasty. The first expedition was led by Ihnkaheser himself, and what he found beyond the shores of Jakandor moved him to tears. There he found the simple races of men, the shadow people that the lesser gods made in the image of the Charonti. They were men like beasts, living in darkness and fear. Made in the image of their gods, they behaved like those gods and warred among themselves for pleasure and power. They hunted one another like the animals in the forest. They did not have the wisdom in them to know peace.

The *Poem of the Traveler* describes Ihnkahezer's sorrow and loneliness as he sailed across the world in his great airship and looked upon the chaos and bloodshed that raged below him. He brooded in his palace in Alchatay for ten years after his return and would speak to no one. Then one day he ordered one hundred airships to be outfitted like his own and prepared for sailing. When the work was done, he announced that we would turn our eyes and hearts outward. We would take fire and magic to the simple races. We would teach them language. We would teach them the wisdom of our god, the cycle of life, death, and rebirth—for the simple races killed because they feared death; they did not know that all things are ruled by the cycles, which will bring them back to life again if only as memories in the living. The Charonti would bring light and peace to the savage world of the simple men. As you know, little brother, we were made in the image of a god.

The work begun by Ihnkahezer continued for a thousand years. We brought peace where we walked. We taught where we were able, ruled where we were required to, and destroyed only where we had no choice. If there is still magic and beauty beyond our shores, it is a lasting gift from our people.

In the thousand years we built great libraries where we catalogued all the plants and beasts of the world. We built menageries where wonderful

animals were studied and trained. We documented the histories and legends of the shadow people. We recorded their songs and collected their art. We observed their religions and learned the nature of the lesser gods. We even invited the wisest of the simple races to dwell among us in small communities and allowed them to live and worship in their own way. For, you see, in these people, made as a dim image of the first people, we found a reflection from which we learned about ourselves and in turn the wonder of our god.

THE WASTING PLAGUE

In the year 5350 the world ended. Borne on the magic of any spell or enchantment, the Wasting Plague rocketed around the world like chain lightning. Temples linked by magic spread the plague to every corner of Jakandor. Magical communications sent to warn travelers served only to propel the plague farther and wider. Healing spells and protective magic only fueled the disease. The plazas and streets were piled with bodies. Machines collapsed to the ground and fell from the sky. The people fled to the temples to appeal to our god, but were struck down like wheat in the fields. Through



the vast canyons of our cities prayers echoed into the heavens, but passed unheard.

To this day we do not know what brought the Wasting Plague, but we do know within hours our people were no more and the world was once again without guidance, left to spin into chaos and disorder. It is said that while the world came apart, our distant god slept. The superstitious among the outcasts believe that the plague was sent by our god in his time of anger, but they cannot say why, for even the outcasts know that our ancestors were a good and pious people.

Philosophers teach that we were abandoned by our god. They teach that our people were wiped from the earth, not for impiety, but for placing foolish trust in a distant god. Like a child who must one day be taken from its mother's breast if it is to grow strong, so too did our people have to learn to stand free of their creator.

We know now that the gods are petty and tyrannical things, given to infinite vanity and an insatiable appetite for adoration. They cannot suffer any limit to their domain or rule, and they harvest the dead from the material world to subordinate them for eternity as devotees in the outer planes. The gods in their vanity attempt to disrupt the natural cycle of death and rebirth by collecting the dead to their sides and enslaving them in an unending afterlife of servility.

Some believe the plague came from a distant land of shadow people. Some believe the plague was the result of our people gaining magical power that exceeded their wisdom to husband it. Still others believe it was the work of the lesser gods, who looked upon the glory of the Charonti with bitterness and jealousy. It does not matter where the plague came from, for it let us know we were alone—that our god slept while his people perished.

LIVING LIKE SHADOW PEOPLE

The world was cast into darkness. Not a single priest of the sleeping god survived the plague. All learning failed as the art of magic and the knowledge of crafting our machines were lost. Jakandor was destroyed. Fear and confusion reigned, and for the first time our people were as the shadow races. Our people forgot duty. The dead wandered the land without priests to guide them. Like the beast-men, the few survivors hid in the shadows. Like the children of the lesser gods, we warred among ourselves.

THE MAGELORDS

For the next five thousand years no building was raised, and no ruler returned to lead us again to wisdom. In the countryside people destroyed all magical artifacts and slew spell-casters on sight in an effort to keep the plague at bay, while ambitious power-seekers scoured the ruins of our cities and temples for the magic that would give them the power to rule their brothers.

In time, wizards who stumbled upon ancient libraries fortified small warrens within the ruins and built strongholds to secure their power. The frightened and helpless flocked to the fortresses of these magelords, who offered them protection in exchange for their servitude. The magelords battled across the ruins for generations, but none could master the others. Like the cycles that rule all things, the now forgotten magelords rose and fell in an unending series of nameless wars. When a magelord grew strong, his ambition for power would always lure him deeper into the ruins to find still greater power. It is deep within the ruins that the plague still waits, sleeping like a god, to be awakened by those who seek the elder power. This is why our people remained so few in number during all those centuries, for the Wasting Plague returned to those who forgot the lessons of the past.

THE ROYAL HOUSE LIVES ON

When the Wasting Plague descended upon our people, among the first struck down were the members of the royal family, who dwelt in a house rich in enchantment. Only the Crown princess Nefti survived, for she was not in the royal house, but at Lake Raadihn with her teacher Anmen. She had laid down her magical amulets and rings so that she could swim in the clear water while Anmen, likewise devoid of any magical garments or accouterments, waited on the shore.

Suddenly Anmen's thoughts were interrupted by a message transmitted magically. History does not record exactly what he heard, but we know that terror and panic were the emotions of the sender. Anmen was momentarily weakened, but regained control of himself and bade the princess to come with him back to the city immediately.

They were aghast at what they found. Much of the capital, including the palace, was ablaze. The streets and buildings were littered with bodies. There were no survivors to be found. Anmen knew that his people would surely perish. In desperation he led the young princess to the Open Plaza and called out to the dead who lay there in profusion.

"Do not abandon us," he called. "Without your

help we are surely lost." Slowly, the bodies of our stricken people began to rise. One by one they gathered before the palace, in order to preserve the nation. That is when we first learned that any man of wisdom and learning can wake his ancestors; that it is not a gift of the god reserved only for his priests.

With the assistance of the risen Charonath, Anmen cleared a small portion of the city and made it safe for people who remained loyal to the Crown. While all around them chaos reigned, the small enclave grew and began to thrive. Outside the safety of Anmen's quarter, palaces were plundered and gangs of brigands ruled the empty canyons that were once the beautiful cities of Jakandor. Apocalyptic cults sprang up, and survivors hid in the shadows. Eventually, the magelords began to appear and war raged across the island.

As Nefti grew in wisdom, she looked with sorrow upon the world and reflected upon her duty.

"It is clear to me now," she decreed, "that if we are to survive we can no longer wait for our god to wake. Nor can we turn to the promises of the lesser gods and their cultists. The power of the gods exceeds their compassion. We must stand on our own feet and find our own way in the wilderness."

It was then that Princess Nefti, the only survivor of the royal family and a symbol of hope to many, earned herself the name "Nefti the Apostate." She threw down the yoke of subordination and took up the mantle of responsibility, compassion, and justice.

The crown princess carved out a safe haven in the ruins of Alchatay and collected around her thinkers and philosophers who loved truth. This enclave survived for all of the five thousand years. It survived the ravages of time and the attacks of jealous magelords who heard rumors that the royal line still lived and sought to wipe it out. But through the years the heirs of Nefti never sought to reclaim the land by force. They were taught that when the cycle of killing was ended, the house of Hramnethes would again bring peace to its people.

REBIRTH OF THE NATION

After thousands of years of chaos, Jakandor was a desolate and empty place with pockets of population hiding in fortresses built among the ruined cities. Vast fields and farmlands were abandoned and reclaimed by the wild. Magelords conducted their wars against one another with stealth and cunning, using magical gates and animated Charonath to execute their plans.

Finally, one hundred and fifty years ago, hope returned to our people in an unlikely form. It came in the form of the beast-like race of shadow people called the Knorr who invaded our island and threatened to destroy the little that remained of

our once great nation. The Knorr were few in number at first, but their appetite for destruction was boundless. They scoured the ruins, destroying ancient records and plundering artifacts to use as trinkets to decorate their spears and as trophies for their lodges. When not competing to destroy every remnant of our lost learning, the Knorr engaged in bloody warfare among themselves. The Knorr are an illiterate race with no love of learning or wisdom. They have no sense of duty to preserve the past, and they destroy the Charonath upon sight, as if to mock the wisdom which the dead preserve.

The magelords took little notice of the beastmen until several of them fell before onslaughts of the howling savages during the years following the invasion. Nefti the Peacemaker, the heir to the line of Hramnethes and leader of a small enclave of philosophers, sent a message out to the remaining magelords. She called them to attend a Congregation in the Open Plaza at Alchatay to discuss the invasion of Jakandor by the Knorr. Most of the magelords who knew of Nefti considered her a weak, but harmless, pretender. Some of them would not have bothered to attend the Congregation, but they dared not stay away lest an enemy find a way to turn the meeting to his advantage. A few did stay away, suspecting treachery; some came hoping to perpetrate the same. It was thirty days before the group had finally assembled.

Nefti appeared, greeted the magelords by name, and extolled the magical accomplishments of each one, but refused to mention their military victories. She led the party to the palace to see where she had assembled the Hall of Skulls. She explained that she felt the wisdom of our ancestors might help the assembly come to terms, for it was time for peace. If the Charonti could not unify now, they would forever lose their heritage to the savage Knorr, who were plundering the tombs of our ancestors. If the Charonti could not unify, they should look to the Knorr as their heirs and see in those savage people their own future. It was time for the cycle of death and rebirth to turn once again.

In her wisdom Nefti suggested that the magelords confer among themselves, look to the future and then to the past. The wizards argued, each seeking a chance to hold sway over the rest.

Many saw the wisdom of her words, but at the same time they were full of ambition and pride. "It is true what you speak, Nefti. We must indeed unite if we are to regain our heritage. But—who shall rule?" asked the diviner Nefeseramose.

"We seem to find only chaos in our own time," said Nefti at last. "You are a diviner, Nefeseramose. Look to the future and tell us what you see."

The mage consulted the glass skull he carried and that still rests in the Council Chamber. "The future tells me Hramnethes will rule. But he is long dead." He smiled and the room burst into angry objections.

Finally, Nefti stood before the skulls of the ancestors. She called upon Shanatharon, who was the most powerful of the necromancers in that time. "Ask them, Shanatharon, so that all may hear. Who shall rule our nation?"

A shrill wailing filled the chamber as the necromancer summoned the shades from the skulls of the ancestors, and cold winds tore at the clothes of the magelords. Above the noise they heard a droning chorus of voices that said in unison, "Hramnethes is king." The room then fell silent.

Nefti stood. "I am of the line of Hramnethes," she said firmly. "The meaning is clear. I claim the throne." The magelords were silent.

Then anger filled her and she shouted, "I am your queen! Return to your fortresses and tear them to the ground. Return to this city in a month's time. You will all lead us forward as we reclaim our past and build anew. Tell the skulkers in darkness that they may come in from the shadows, and all will have my protection. Those who oppose me will find no safe harbor, for the time of darkness and chaos is ended, and the light of reason, justice, and compassion dawns anew. Do not resist what you know to be our destiny—you have heard the voices of our ancestors and the promise of the future."

HOW NEFTI DROVE BACK THE PLAGUE

The warring magelords agreed to restore the ancient line of Hramnethes to the throne. They agreed to peace, so that they might jointly turn their attention to the beast-men. Some agreed cynically, thinking that at least a small nation could be built for which the question of rule could be revisited in the future. Many realized that Nefti was correct in proclaiming that the cycle had turned again—it was time for the Charonti to restore the nation and return reason and compassion to the world.

When word spread that the magelords at the Congregation had endorsed unification under Nefti, some who had avoided the meeting came to join in building the new nation. Others, blinded by their ambition, disavowed the alliance and retreated from the capital to plot. To this day, their descendants are hidden in the Outlands, waiting for a day when they believe they will rule again.

Nefti chose some magelords as counselors. The rest she charged to put aside their past rivalries and to work together to recover the lost knowledge of their ancestors before the Knorr destroyed it completely. She established the Colleges of Wizardry so that the mages might have the resources to study the lost arts and to teach them to the young. She selected a corps of officers called

"guardians" to command the Charonath as the new nation reclaimed the elder cities. Then she established a Court of philosophers dedicated to creating a society ruled with justice and compassion.

When she had arrayed the new nation before her and was pleased, the magelords who now led the colleges approached her with concern. The Wasting Plague was believed to persist in the deep ruins, and they feared that the mission to recover the lost heritage of the Charonti might be the cause of the nation's final destruction.

Nefti reflected upon the concerns of the wizards and agreed. She had, however, a gift to give the new nation, a gift she said was born of wisdom and available to all who truly loved justice. She explained to the mages that the Wasting Plague was like ignorance. It hid in the darkness and hated the light of knowledge. This is why it hides deep in the ruins, because it can not exist in sunlight.

"Behold," she said, "for those who truly love justice will radiate that love like the sun itself." As she spoke the word "justice," a dazzling light burst from a pendant around her neck, causing the wizards to cover their eyes. "This is the pure light of justice and wisdom. With it you may free the knowledge that still lies buried and hidden from daylight."

That is how Nefti turned back the plague. Though it still lurks in the ruins, our people can carry light into the dark to protect themselves.

SINCE THE CONGREGATION

Since the time of Nefti the Peacemaker, the gates between the cities have been reopened for the first time in centuries, and quarters have been made safe for the queen's people. Great buildings have been restored and ancient scrolls have been brought out of hiding to rebuild the great library of the Dodecon. All the beauties and wonders you see in the Civil Centers have been achieved since our people reawakened to their humanity and quit behaving like gods.

OUR DUTY

Study these stories well, little brother. Commit them to memory, so that you may better serve the Crown. Perhaps you will recover lost magic of our ancestors, or seal the plague beneath the ground forever, or discover its cause and cure. Perhaps you will subdue the beast-men or train them to behave like humans. Whatever role you are destined for, you will work to make the world safe again and fill it with the beauty, wisdom, and knowledge that is your heritage. One day again we will reach beyond these shores and carry peace and light to the darkened world, for that is what it means to be Charonti.

Chapter Two: **SOCIETY**

This chapter presents

an overview of Charonti culture and introduces fundamental traditions of Charonti life that will be explained in later chapters. The challenges facing this wisdom-loving nation are explored, as well as the resources they may draw upon to overcome these obstacles, including their devotion to justice, the Colleges of Wizardry, and the undead Charonath.

THE CHARONTI WORLD

The Charonti live in the shadow of a once great civilization. They are the heirs of a lost empire that once spanned the world. This empire was built upon high magic and complex technology. But that age of glory has lain in ruins for thousands of years. Five millennia have passed since this once dazzling culture was decimated in a matter of hours by an apocalyptic plague. The spell-casters and priests were all but wiped out, and most of their knowledge was lost with them. Across Jakandor where millions of people once lived, only a handful survived.

For the next fifty centuries the survivors of this once pacifistic people warred among themselves. Brief periods of stability were ruined by fresh conflicts and new outbreaks of the plague. During this time struggling wizards were able to hoard small caches of knowledge that they scavenged from the ruins.

The ancient religion of the Charonti was lost as well, although a few believers passed on frag-

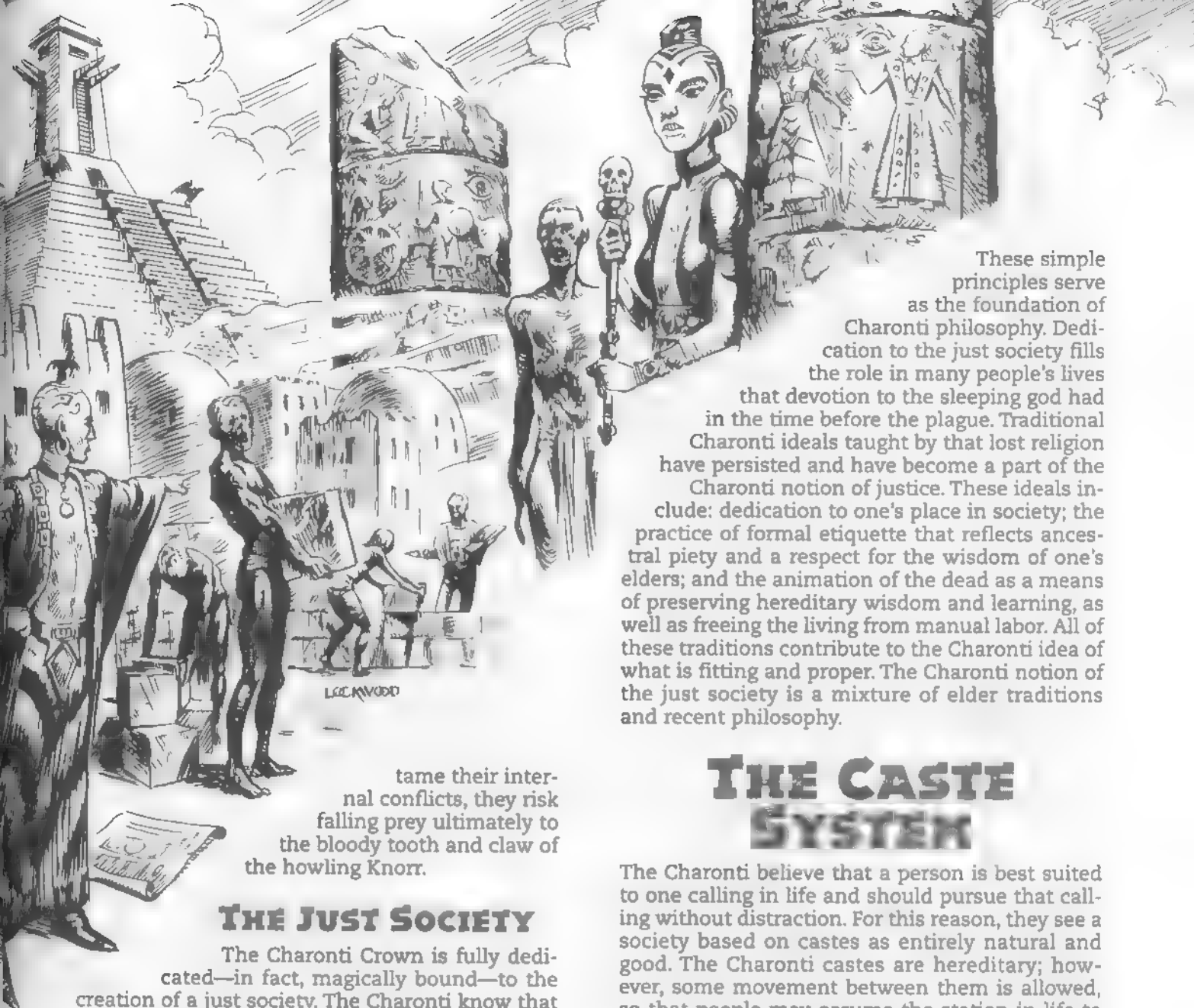
ments of the old faith in remote pockets around ancient temples.

One hundred and fifty years ago the Knorr, a savage race of barbarians, invaded the eastern shores of Jakandor. Soon thereafter, they began to plunder the elder cities, overwhelming Charonti wizards they encountered with sheer savagery and numbers. The Charonti found themselves in danger of finally disappearing from the annals of history forever.

It is against this backdrop that the Charonti people are now struggling to reclaim their heritage and rebuild the nation that once brought peace and learning to a dark world. Reunited, for the most part, under a royal line dedicated to reason, justice, and compassion, the Charonti are fighting for their very survival.

The tasks before them are monumental, and their success is threatened at every turn by enemies both within and without. If they cannot





tame their internal conflicts, they risk falling prey ultimately to the bloody tooth and claw of the howling Knorr.

THE JUST SOCIETY

The Charonti Crown is fully dedicated—in fact, magically bound—to the creation of a just society. The Charonti know that as they rebuild their nation, they will assume a mantle of great power. They will again resume their position as caretakers of the world. They know that the inheritors of such power must be both good and wise to husband it properly. As the Charonti advance in their learning and magic, they dutifully apply this power to secure for themselves a just nation.

The Charonti ideal of the just society descends from the thinking of Nefti the Apostate, the crown princess at the time of the Wasting Plague. She believed that the rulers of a society must be the most good and wise people a society can muster. They should be dedicated to the truth and to service to the community. In a just society, each person is able to do the one thing for which he is best suited. This yields the greatest happiness for the people and the greatest benefit to the society itself.

These simple principles serve as the foundation of Charonti philosophy. Dedication to the just society fills the role in many people's lives that devotion to the sleeping god had in the time before the plague. Traditional Charonti ideals taught by that lost religion have persisted and have become a part of the Charonti notion of justice. These ideals include: dedication to one's place in society; the practice of formal etiquette that reflects ancestral piety and a respect for the wisdom of one's elders; and the animation of the dead as a means of preserving hereditary wisdom and learning, as well as freeing the living from manual labor. All of these traditions contribute to the Charonti idea of what is fitting and proper. The Charonti notion of the just society is a mixture of elder traditions and recent philosophy.

THE CASTE SYSTEM

The Charonti believe that a person is best suited to one calling in life and should pursue that calling without distraction. For this reason, they see a society based on castes as entirely natural and good. The Charonti castes are hereditary; however, some movement between them is allowed, so that people may assume the station in life to which they are best suited. Most children born into a guildsman's family are trained to work in the guild, marry someone from another family in the same guild, and die at the end of a life of guild service. But some people who display an unusual aptitude that lies outside the tradition of their lineage may be welcomed into a different guild or even join the ranks of the scholars who serve the Crown as teachers or government officials. A lack of purpose in life is seen as irresponsible and disrespectful of the nation's need for dedication at all levels of society.

There are, for practical purposes, three castes in Charonti society: the scholars, the guildsmen, and the outcasts. In this section we will look at each of these, but we will begin by first examining what could be considered the fourth and highest caste—the royal family.

BINDING THE QUEEN

The Charonti are ruled by a lineage whose bloodline reaches back to the emperor at the time before the plague. It is, however, misleading to think of the throne as a strictly hereditary seat of power. In fact, children of remarkable wisdom and intelligence are freely adopted into the royal family, to serve as siblings to young royals as well as potential candidates for the throne.

The children of the royal family are raised by philosophers who seek to instill the values of Charonti justice at an early age. They are constantly tested to strengthen their compassion and reason. They are never magically compelled, but their behavior is carefully studied. Each child develops a sense of duty that precludes competition for the throne. All of them know that it is in the best interest of the society for the child who is best suited to rule to ascend to the throne, and that neither they nor the Charonti people will prosper if someone inappropriate assumes rulership. Those children of the royal family who do not take the throne generally remain in the scholar caste, often serving as philosophers and friends in the Court of the queen.

The Charonti enjoy life under the rule of a queen dedicated to justice. While the strength of the queen's character is unquestioned, the ruler

makes a powerful covenant with the nation by magically subordinating her will to the welfare of the people. At the coronation of the queen, the new ruler is publicly *geased* as part of a lengthy ritual in which she is charged with the responsible custodianship of the nation. In this act the queen embodies the very ideal of public duty to which she exhorts the community. Historically, this ritual served to ease the suspicions of the magelords at the end of the wars when Nefti sought to unify them under her common rule. Today it still serves to build a sense of loyalty and trust in the Crown among the citizens.

The coronation of a new ruler occurs one day after the death of his or her predecessor. The Charonti tradition does not prohibit the crowning of a male ruler; however, in the years since the Congregation all the heads of state have been females.

SCHOLARS

All members of the scholar caste are servants of the Crown, whether in an administrative, academic, or military capacity. After the royal family itself, the scholar caste has the greatest degree of influence on the reconstruction of the nation. Scholars comprise the Court and Council of the queen, and the philosophers, jurists, officers, and



scribes who hold all positions of authority within the government. The caste also includes the students and instructors of the Addakainen, a sprawling assembly of institutions dedicated to research and learning.

The scholars' daily lives are occupied by tasks related to reconstructing the lost Charonti nation. The philosophers devote themselves to the cultivation of wisdom and justice. The wizards are tasked with recovering lost magic and developing new spells. The government officials and scribes supervise the daily operations of the reconstruction. The guardians, warrior officers who command undead legions, help expand the territory that is safely in the control of the Crown. It is the scholars who lead the missions into the ruins of the elder empire and who must interpret the meaning of the things they recover.

Although the scholars are the most prestigious and influential caste, most of these have no real civil power except to serve the interests of the community. The scholars also hold little economic power; they live in simple dormitory-style barracks and may not amass material wealth. They have little, if any, private life, since the government barracks do not accommodate traditional family living. What little material comfort the scholars do enjoy is provided to them through the tax revenue of the Crown and the income of the colleges of the Addakainen. The queen believes, that those who hold the role of conservators of the nation must not be tempted by luxury, or the trappings of power and comfort.

GUILDSMEN

The guildsman caste is composed of artisans, merchants, and farmers. This caste takes its name from the plethora of trade guilds. But many people in this caste are not members of guilds at all; rather, they work for family businesses that have been carried on for generations. Guildsmen, whether they work in a family enterprise or a guild, reflect the belief that a society is most just when all its members devote themselves to the work to which they are best suited without conflicting with the rest of the society.

Guildsmen enjoy a rich family life. Their families often include grandparents, aunts, and uncles as well as the immediate family. They lead comfortable lives and may acquire material wealth freely, restrained only by the social custom that it is disrespectful to live better than the other members of one's family. Consequently, all members of the family tend to share the benefits of each other's successes.

Although Charonti fashions tends to reflect the simple and austere lifestyle of the scholar caste, guildsmen can and do possess goods and

clothing of fine quality. Because the population of Charonti is small in comparison to the city space available, the guildsmen all live in spacious accommodations.

Magic is an integral part of daily life among the Charonti, and the artisans of the guildsman caste devote themselves to the design and manufacture of goods both magical and mundane. Guilds involved in manufacturing will typically take on young wizards as apprentices to pass on the secrets of their trade. Many of the artisan guilds have been controlled for generations by the members of a few families who helped make them successful.

Merchants manage business throughout the four Civil Centers (the partially reconstructed Charonti cities). As with the artisans, many of the merchant guilds are dynastic in nature; their vast wealth is a major influence in public policy.

Farmers are the least enfranchised caste members. They are the only Charonti who live in any numbers outside the four cities. They do not form guilds but tend to build small family homesteads near the safety of the huge farms that the Crown operates along the three major rivers on the western side of the island. Because of their self-sufficiency, their proximity to the Outlands—the untamed and unrestored remote areas that are not governed by the queen—and their tendency to devote themselves to manual labor, farmers are somewhat disdained by city dwellers.

Most guildsmen never pass beyond the secure walls of the Civil Centers; however, this is not to suggest that their lives are uneventful. The competition between guilds can be fierce and can tax the imagination of the most cunning strategist. Formal vendettas dedicated to ruining competitors are an honored guild tradition.

Some guilds sponsor ventures into the Outlands. A number of them do so to legitimately acquire resources for their work, while others bolster their trade illicitly through commerce with the outcasts who live there. Still others seek new advantages for their enterprises by attempting to recover ancient artifacts or magic from the ruins.

OUTCASTS

The outcasts are the squalid Charonti who survive beyond the walls of the settled quarters and the influence of the Crown. This territory is known among the civil Charonti as the Outlands.

When Nefti the Peacemaker first began to rebuild the Charonti nation, she sent out a call to all corners of the island offering protection to all that would join in the restoration. Not everyone heard, and of those who did, not everyone responded. The descendants of those people account for

most of the population of the outcasts. Most of these live in small, widely scattered autonomous communities and encampments that struggle for existence in the abandoned ruins and wilderness. The outcasts include rogue wizards who are descended from the resisting magelords, brigands, radical individualists, religious zealots dedicated to obscure deities, and other people who are simply antisocial or insane.

The Crown will accept refugees into the Civil Centers if they are willing to swear fealty to the nation and if they can perform some useful service. The queen forbids trade with the outcasts, because that could strengthen the enemies of the nation. However, the general policy of the Crown toward outcast enclaves is neutral—except for those that somehow threaten the security or interests of the nation. In these cases the queen has been compelled to send armed forces against rogue wizards and priests, self-styled feudal lords, and free-willed undead. Some outcast enclaves are said to date back to the plague.

SOCIAL MOBILITY

While the Charonti castes are generally hereditary, people can move freely from one caste to another based upon their aptitudes and abilities. The Addakainen, which any Charonti child may enter, serves as a means of drawing members of the guildsmen into the scholar caste. Scholars may apply for membership in a guild, and if accepted they lose the rights and responsibilities of their former caste. Outcasts may join the civil Charonti (as described above) and move into the position in society to which they are best suited. Jurists, who are agents of the Crown's justice, can use magical divination to help determine what vocation a person should pursue. Jurists also have the authority to assign a person to one function instead of another, and in doing so from one caste to another when appropriate.

THE UNDEAD

For thousands of years, respect for ancestors and the animation of the dead have been an integral part of Charonti life. Originally tied to the ancient worship of Thanhotep, these practices continue as honored traditions, even though worship of the deity has been abandoned. The animation of deceased Charonti provides laborers which allows the undertaking of projects well beyond the capability of the living population, and provides a fighting force to help defend the nation. Communication with the dead is also a means of preserving knowledge that might otherwise be lost from one generation to the next. The undead, or

Charonath, greatly outnumber the living in this society.

Charonath perform virtually all manual labor, which frees the living to devote themselves to intellectual tasks. These can serve as soldiers, so that the living need not expose themselves to unnecessary risks, nor take part in the unseemly bloodshed and violence of combat. They are also used to escort expeditions of scholars into the far reaches of the island and offer protection from the dangers of the wild. Spirits of the wisest Charonti are often summoned for consultation by students, researchers, and members of government, including the queen.

Charonti venerate their ancestors, but their view of the undead is based on reason rather than mysticism. They view undeath as a dutiful way for a citizen to continue serving the community after his life has ended. Charonti do not fear or loathe the Charonath.

CIVIL CENTERS

The Charonti who are subjects of the queen live in small portions of four ancient cities that have been cleared, restored, and made safe for settlement. These settled quarters, known as the Civil Centers, are separated by sealed buildings and blockaded thoroughfares from the unrestored parts of the ruins, which are abandoned to the outcasts. Anything beyond the safety of the Civil Centers is regarded as Outlands, whether it is the windswept plazas and decrepit buildings of the ruins that surround them, or the wild plains and forests across Jakandor. Each of these four ruined cities was originally built thousands of years ago for a population hundreds of times larger than those who dwell in them now.

The Civil Centers are linked to each other via magical teleportation gates that permit the queen's subjects to live in what amounts to a single virtual city. Any citizen may freely move from one city to another as desired as if using a *teleport without error* spell. Each magical gate is supervised by a guardian and a squad of Charonath under orders to apprehend anyone who is acting suspiciously (for instance, behaving like a person who is chasing someone or being chased), but surveillance is generally quite loose. Each magical gate or portal allows simultaneous two-way travel and, at because they are 40 feet wide, these gates can accommodate several people at once.

Most citizens spend their entire lives in the clean, wide-open spaces of the Civil Centers. They live in spacious buildings and do their shopping along wide avenues that were built thousands of years ago for a more crowded time. Occasionally, the Crown will annex a few more acres of the un-



settled quarters and restore that area to accommodate the gradually growing population. There is no need for roads outside the Civil Centers, although ruined elder roads still cross the island, and outcasts maintain regular trails in some areas of the Outlands. The first task of a Crown expedition, when it travels to a new ruin, is to secure the area and erect a teleportation gate, known as a "home gate" linked to a Civil Center, which makes further exploration of the site easier.

Three of the four Civil Centers also have physical, non-magical gates to provide access to the Outlands. Outland gates are used by Crown expeditions to venture into the wilderness, as well as by guildsmen who want to seek their fortune in places beyond the protection of the queen. Each Outland gate is attended to by a scribe, a jurist, a guardian, and Charonath to monitor the traffic and to prevent invasions and the gate from being opened illegally.

Beyond the Civil Centers, the only other "settled" territory in the minds of the queen's subjects is the Crown farmland. This territory includes long stretches of fertile land that are irrigated and cultivated along the river valleys of western Jakandor. The land is worked predominantly by the Charonath of the Crown, although some citizens make their homes here on small private farms. No well-tended roads connect the farms to

the Civil Centers, but again magical gates serve to make overland travel unnecessary. The farmlands are considered dangerous and wild places, a little too close to the Outlands to suit the tastes of most Charonti—even though huge contingents of zombie field workers serve as a veritable army to protect the citizens.

CHARONTI HOMES

Most Charonti residential buildings look like a square, two-sectioned ziggurat. The ground floor commonly has no windows and only a single entrance. The outer walls of the first level are thick stone, smoothed over with clay and then white-washed to create a featureless surface that slopes almost imperceptibly inward as it rises. The typical home has a ground wall (as it is called) height of about 25 feet. Public buildings will often exceed this height significantly, hiding several stories behind the featureless ground wall. The selection of proportions and gentle angles of the first level of a building is a matter of great aesthetic tradition among the Charonti, who find great beauty in such subtlety.

At the top of the ground wall, set back 10 to 20 feet from the edge, rises the second section of the structure. This section can be any number of stories, but in homes is most commonly one or

two. This secondary structure normally has an awning that circumscribes the building. The ledge atop the ground wall can be used as a deck from which the residentse can view the street below. The entire structure is built around a central courtyard that allows light to enter and air to circulate freely along both the exterior and interior rooms. The upper stories are well ventilated with large open windows.

The ground floor of the house is normally used as a storage or workshop area, with the exception of the center courtyard that is almost always a garden of some sort, often with a pond or pool of water. Family Charonath may be assigned quarters within one wing of the ground floor usually near the kitchen, storerooms, and workshops. The section above the ground wall is where the members of the family live, sleep, and eat.

In contrast to the whitewashed austerity of the outer walls, the insides of most homes are decorated with rich tapestries or mosaics. Most of a home's artwork and decoration relates to the history of the family or legends of the elder Charonti.

Furniture in the home is simple and elegant. The Charonti favor simple cane stools and clay-topped tables, occasionally with sparse and tasteful decoration such as inlays of metal or gems. For storage, Charonti use woven baskets, carved wooden chests, and clay urns. Charonti often use woven grass mats as floor coverings in living areas, and dust the floor with sand, which is frequently changed, in work areas. Meals are taken in the courtyard or on the upper floors.

GOVERNMENT OF THE CROWN

The Charonti are a nation at war. They are at war with the chaos outside the walls of the cities, with the Knorr who are bent on destroying their heritage, and with the ravages of time. As befits a nation struggling against such odds to reclaim its legacy, they are ruled by a monarch who has absolute authority over all affairs of state. But the queen is not a dictator; she governs with justice in mind, and delegates responsibility and authority to others as she sees fit.

The Charonti government is dedicated to restoring the former glory of the empire. To this end, the Crown has formed the scholar caste, which is entirely devoted either directly or indirectly to the mission of rebuilding the nation. Through the scholars, the Crown conducts excavations, campaigns to subdue dangerous outcasts, and missions to rescue the lost wonders of the past, before such are destroyed.

The Crown collects taxes from the guilds to support the research of the scholars and to fund the projects of restoration. Additionally, the Crown draws revenue and resources from the imperial farms that are largely manned by Charonath. There is often a significant excess of grain available that is provided to the guildsmen for modest prices.

The queen appoints five groups to serve as the Crown's administrators and to assist in making the Charonti dream a reality. These advisory bodies are the Court, the Council, the Vizier, the Jurists, and the High Guardian. The queen is under no compulsion to consult any of these bodies, nor to appoint a specific number of members to each. The Charonti rely upon her wisdom to judge how best to avail herself of these resources. The queen almost always selects good-aligned advisors for these positions. In rare cases she will invite a neutral individual.

THE COURT

The Court is comprised of thirty philosophers. These scholars are responsible for raising the children of the royal family, as well as discussing issues of justice and morals with the queen. The Court was founded by philosophers whom the original Nefti gathered within her enclave at the time of the Congregation. The Court advises the queen on specific issues of justice that are brought before her by the Jurists. Its members are drawn from the College of Thought.

THE COUNCIL

The Council is a body of twelve advisors who assist the queen in setting priorities and making decisions related to restoration. The Council makes suggestions regarding ruins to be explored and magical research to be sponsored. These decisions directly affect the amount of funding that the different colleges of the Addakainen receive each year. The Council members have no official authority; but, the monarch traditionally defers to their consensus.

Council positions are filled from a pool of the most accomplished scholars who hold high positions within the colleges of the Addakainen and who have passed rigorous examinations. Even among councilors of good alignment, different notions persist of what is in the public interest; those differing opinions, as well as the rivalries of wizards from different colleges, result in a constant current of politicking within the palace halls.

The queen, in her wisdom, stands above this maneuvering and dedicates herself solely to what she believes to be just and reasonable. She allows

the rivalries among the colleges to continue, believing that examination of all sides of an issue serves the interests of the nation. She lets debates continue as long as the rivals are competing to exceed one another in service to the Crown and not losing sight of the nation's goals.

The Council chambers are arrayed with a rack of skulls that circumscribes the domed ceiling. These skulls are those of great wizards and scholars of the past whose shades may be consulted by the queen.

THE VIZIER

The Vizier sits at the head of an enormous bureaucracy that administers the day-to-day operations of the Crown. The Vizier is responsible for a veritable army of scribes who serve as diplomats, bureaucrats, tax collectors, accountants, and petty officials who keep the wheels of the nation running smoothly. These scribes are also involved in coordinating the logistics of most expeditions into the ruins that are sanctioned by the council.

The Vizier is responsible for attending to the mundane tasks of running the empire so that the queen may devote herself to more esoteric matters. Thus, the Vizier is one of the few advisors with real authority. By necessity, the queen delegates all administration to the Vizier, although

she may at any time overrule any decision, or for that matter dismiss the Vizier. The Vizier is selected from among the highest-ranking scribes within the government bureaucracy. Scribes, like all scholars, receive an extensive education in the Addakainen before entering public service.

THE JURISTS

The Jurists are a specialized order of neutral-good philosophers dedicated to the administration of the queen's justice. Invested with the authority of judge and jury, the Jurists have wide-ranging powers to arbitrate disputes, assign property, punish criminals, and even arrange marriages.

The justice process is almost entirely informal and is administered by these individuals. The most severe punishment they may use is to *geas* a malefactor to serve the public interest. This aids the community and avoids the expense and loss of resources that would come from imprisoning citizens.

Jurists are educated in the College of Thought and culled from aspiring philosophers. Like the queen, every Jurist is under the influence of a *geas* spell that guarantees he or she will always make rulings that are in accordance with a just society. Jurists are ranked in a hierarchy that extends down into the communities of the guildsmen and



up into the high offices of the Crown. Four high-ranking Jurists at the top of this organization report directly to the queen who is, herself, the High Jurist. Once a month the queen assumes her role as Jurist and hears disputes in the Open Plaza. For more information on Jurists and how they operate, see Chapter Four.

THE HIGH GUARDIAN

The wise and pacifistic Charonti have no warrior tradition, but they train a class of officers—the guardians—who study complex strategy and tactics of commanding the undead for a variety of purposes. This officer corps is responsible for the undead troops who carve out new territory within the cities for settlers, conduct campaigns against dangerous outcasts, monsters, and invaders, escort expeditions of scholars into the ruins, and protect the cities from their enemies. They also command the undead in undertaking civic projects requiring manual labor. The large fields of the Crown farms are tended by undead under the command of guardians. Remote mining operations of the Crown's in several locations are worked entirely by Charonath, whom guardians check on using magical gates. Guardians are members of the scholar caste since they are officials of the Crown, and because their life's work is dedicated to the service of the Charonti nation.

The High Guardian is simply the highest-ranking officer of the corps of guardians. The office has authority over the hierarchy of lower-ranking officers. The High Guardian is appointed by the queen and is ultimately responsible for supervising junior officers. All guardians, including the High Guardian, command squads of Charonath. No guardian holds an entirely administrative role.

MAGIC AND TECHNOLOGY

Magic pervades all aspects of Charonti life. While high magic and technology of the ancient civilization has been lost and only recovered in fragments, the Charonti, all rely upon the items and enchantments of spell-casters as a part of everyday life.

However prevalent it may appear in present-day society, Charonti magic is a mere shadow of the knowledge amassed by their ancestors. Most spells of even medium level exist only in stories of the past. High-level magic does exist, but in hidden libraries. Some of the recovered technology of the elder civilization can be used, but it still is not entirely understood. It is the dream of all Charonti

wizards to discover the spell that supposedly allowed a ball of flame to roll forth from the caster's hands, or the one that would grant the caster his dearest wish.

In spite of the gaps in their magical knowledge, wizardry is considered one of the highest callings among the Charonti, second only to pure philosophy. The ability to cast wizard magic is an indication of intelligence and that an individual understands things beyond the veil of appearances. The Charonti believe that magical energy comes from the nethtay, or "life center," which is within a person's bones, and that the ability to tame this force reflects a high degree of education, personal discipline, and self-awareness.

There are many paths open to a wizard in Charonti society. The most ambitious wizards work in the colleges under the sponsorship of the Crown, conducting research and scouring the ruins in an effort to recover the past. Many more, however, are employed by the guilds making household magical items and pursuing practical applications of spell casting for the public interest. The Charonti economy is facilitated by magic of all sorts. Settled regions of each city are connected via magical portals. Levitating barges are used for land and river travel. The Charonti are very familiar with the use of magical items. Any educated person can *read magic*, and many can make use of simple scrolls.

THE ADDAKAINEIN

The single greatest asset of the Charonti nation in their struggle for survival is the Addakainen ("pool of magic and knowledge"), a loose assembly of schools sponsored by the Crown and dedicated to the study of magic, philosophy, and the efforts of reconstruction. At the time of the Congregation, Nefti the Peacemaker called upon the warring magelords to establish these schools. She showed the way by founding the School of the Just Society, dedicated to moral philosophy. The magelords complied, and an institution devoted to each of the schools of magic was founded. The magelords believed that through the schools there was a way to retain some independence and influence that they were risking losing by joining the queen's nation.

The Addakainen offers an education to all Charonti, and in doing so helps to direct people into the vocations for which they are best suited. It is also the primary means of social mobility within Charonti society. Children of guildsmen attend to learn the fundamentals of reading, writing, and numerical operations as well as *reading magic*. Students of exceptional ability are often retained in the school and directed to a life among the scholar caste. Likewise, a young scholar who



shows an aptitude and interest in a particular craft rather than in his more esoteric studies will be gently directed from a school into a guild apprenticeship.

The buildings of the Addakainen are scattered across the four Civil Centers. All who attend the institution are provided with a modest cell and food. The queen grants funds to the various colleges in accordance with national priorities.

PATHS OF EDUCATION

The largest of the schools is the School of the Just Society. It provides the educational foundation for all of the students who later continue into one of the schools of wizardry or even into the advanced study of philosophy. The School of the Just Society consists of three distinct programs, beginning with the Children's School in which many Charonti are taught to read magical and mundane texts. It continues with the Open School, in which students are prepared for advanced study in one of the Colleges of Wizardry. It culminates in the College of Thought, in which advanced philosophy and clerical spell casting are taught.

CHILDREN'S SCHOOL

Within the School of the Just Society, children of the scholar caste are quartered and cared for by young philosophers. Most scholars live in the compound of their college or the barracks of the Crown in modest cells that do not accommodate a family. Thus, even while children are growing up, they may see their parents infrequently. In early childhood the young scholars are taught simple moral principles, a proper sense of duty, and ancestral piety. Songs and stories are memorized, which helps children be proficient at spell memorization when they become adults.

Guildsmen are welcome to send their children to the school at any age, but most wait until the child is about ten years old. Guildsmen place great value on family life, which must be left behind when a child is sent to school. The disadvantage that guild children face as is that they don't receive as much instruction as the sons and daughters of scholars, who have been attending the Children's School since infancy.

At the age of fourteen each student is administered a test by the philosophers. The test involves an examination of each child's aptitudes, inclinations, and character. At the conclusion of the test, children are directed to either continue into Open School, to enter the School of the

Guardians, or to apprentice with a guilds. At this point many young guildsmen simply return home to practice their family trade.

OPEN SCHOOL

The Open School serves to discipline the thinking of intellectually and spiritually adept students and to prepare them for their ultimate path in life. Any students who graduate from the Open School are likely to spend their lives in the scholar caste unless they personally choose otherwise.

In the Open School, students continue to memorize the classic philosophical texts and refine their ability to read magic. They spend most of their time listening to lectures and speeches from the older students from the various Colleges of Wizardry and philosophy. No exams are conducted until the end of four years, when students must take a series of tests that will assess their abilities. The results of the tests are available only to the members of the colleges, the Jurists, and particular Crown scribes. Each of these interested parties reviews the results and selects candidates to sponsor into their own institutions. The Jurists serve as arbiters if more than one party wants to recruit the same candidate.

A candidate must be sponsored by a member of one of the colleges or by a Crown scribe who agrees to act as the student's mentor. Accepting a candidate as a student is a profound responsibility among the Charonti. The mentor must guide

the apprentice's growth in character as well as ability. Much

Charonti moral philosophy extols the manner in

which an appropriately

dutiful apprentice shows deference to his mentor. Poor performance

by an apprentice reflects at least as badly upon the mentor as upon the apprentice; the mentor

will be seen as having made a bad choice, which often affects his prospects of taking on another apprentice in the future.

If a candidate is sponsored by a scribe of the Crown, the student's formal education ends and he or she immediately begins work as an apprentice scribe in the service of the Crown.

SCHOOL OF THE GUARDIANS

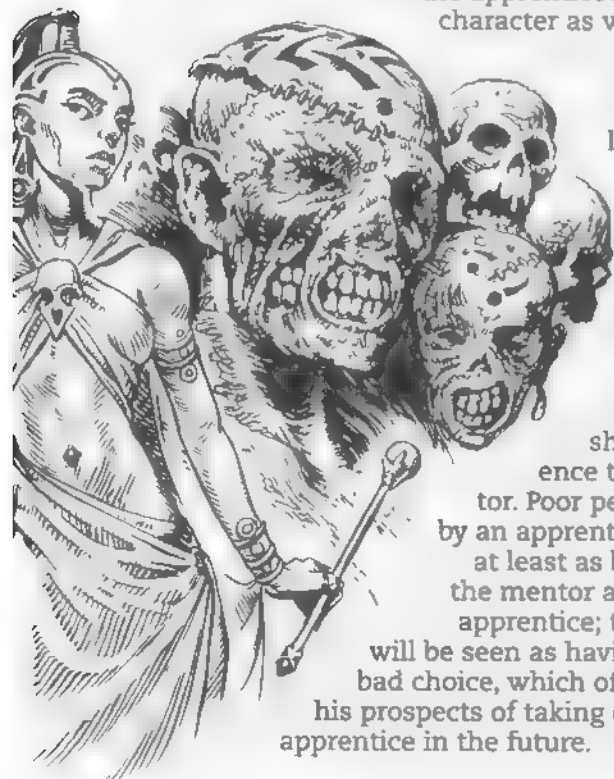
Out of every group of students who graduate from the Children's School, an elite few are directed into the School of the Guardians. This school is devoted to the training of the Charonti military officers. Students continue to study Charonti philosophy, but less emphasis is placed on memorization. Military strategy and physical training are a major part of the curriculum, as well as instruction in commanding the Charonath. Much of the program is devoted to repetitive drilling and frequent tests of endurance and loyalty to the Crown. The most successful students become teachers within the program. Other candidates who successfully complete the program serve as guardians to the Crown. Less successful students may find work handling undead within the barracks of the queen, while those who exhibit nothing beyond minimal aptitude may find work directing Charonath manual laborers among the guilds.

COLLEGES OF WIZARDRY

Students who advance to study within a college are officially considered in the service of the Crown. Their study of magic advances Charonti learning and helps to recover the lost knowledge of the past.

There is one college for each school of magic, plus a College of Thought for studying the disciplines of wisdom and spiritual inquiry. The Colleges of Wizardry tend to focus on recovering ancient magic and learning about its operation and nature. They also pursue the advancement of natural sciences and technology. The queen may set priorities for the colleges, but rarely interferes. She funds the schools depending upon her perception of their need, which reflects her perception of their recent contributions.

The schools do not teach a formal curriculum. They use an apprenticeship program in which a student serves his sponsoring mentor. Some acolytes eventually are allowed to pursue their own research and expeditionary projects. Those who are less successful may continue as apprentices within the college. A few eventually leave to serve their family or join a guild. The greatest of the wizards are often invited to join the Council of the queen.



Successful students in the College of Thought may be selected to care for the children of the scholars, or to teach in the Children's School, the Open School, or the college. Others are selected to serve as Jurists. The wisest are invited to join the queen's Court.

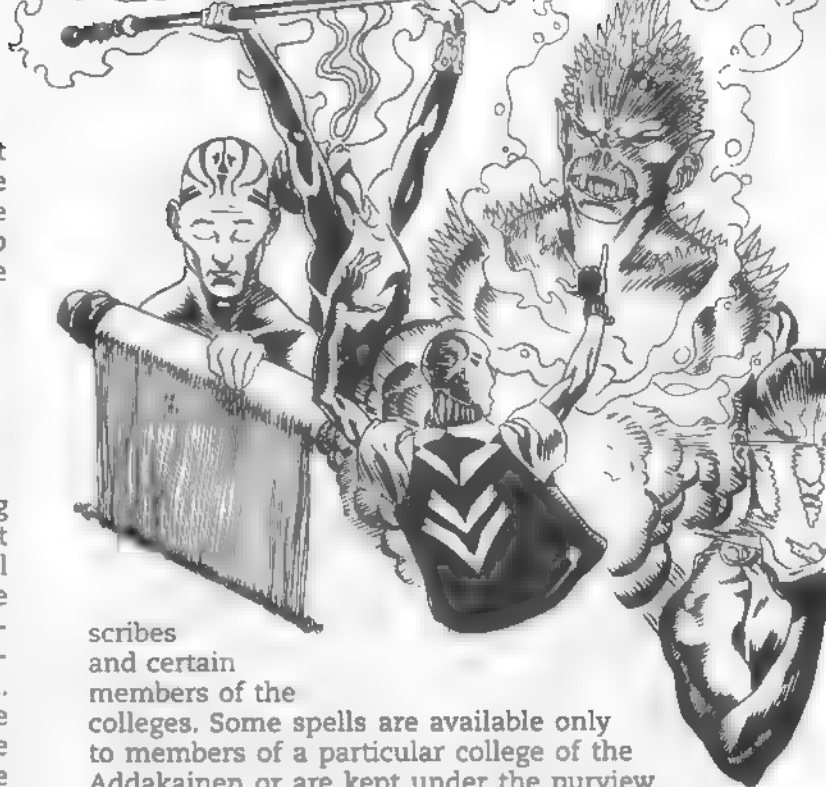
GUILDS AND EDUCATION

While most Charonti parents send their offspring to the Children's School, some families prefer not to risk losing their children to the poor financial prospects that life as a scholar will yield, in spite of the caste's prestige. These families often educate their own children until about the age of thirteen, whereupon they are apprenticed to a guild. All guilds have members who were trained in the colleges, but left for one reason or another. These are the people who teach young guildsmen the arcane arts of spell casting and enchantment as they apply to the business of the guild. The training given in a guild is focused on the product or service that guild offers.

THE DODECON AND SPELL REGISTRY

In the center of Alchatay, the capital of the Charonti nation, lies the jewel in the crown of the restoration: the Great Library of the Dodecon, "storehouse of learning". The Dodecon is an enormous collection of clay tablets, scrolls, and artifacts of historical or magical interest. Learned scholars are preserved as shaddoc—the skulls of those scholars that are magically invested with the knowledge they possessed when they were alive—that may be consulted for information. (See the section on Charonath in Chapter Five for details about shaddoc.) The Dodecon is the repository of all the wonders that have been collected from the ruins or created in the workshops of the Charonti people. The Charonti are determined that their knowledge, once recovered, will never be lost again.

The Crown requires that all new magic be registered at the Dodecon. It is the privilege of the Crown to make use of any magic or technology created by a citizen. However, privately researched magic may remain in the possession of those who create the spells. Consequently, some spells that have been registered are not available to the public, but may be reviewed by senior



scribes and certain members of the colleges. Some spells are available only to members of a particular college of the Addakainen or are kept under the purview of the Crown. The library also contains spells that are available to the general public for study.

CHARONTI RELIGION

The Charonti were once a pious people who devoutly practiced a religion centered on a deity they called Thanhotep ("cycle of beginnings and ends"), a god of death and rebirth. Centuries ago this religion was abandoned when the priest caste was wiped out in the plague and many people rejected the worship of Thanhotep. This religion was replaced by a creed that taught that the Charonti could achieve lasting peace and prosperity only through the reason and compassion of the people themselves without appeal to an external force. Since the reconstruction began, the Charonti mission to create a just society has become the spiritual center of the lives of the educated Charonti.

Moral philosophy is the highest priority of the Crown. The government maintains its dedication to its philosophical ideals and cultivates the free exchange and examination of ideas. It discourages superstitious and religious attitudes. No temples are permitted within the Civil Centers, but the Crown actively suppresses religions and cults only when they are subversive or threaten the peace of the kingdom. The queen is actually friends with an aging priest of Thanhotep with whom she debates philosophical matters.

The common belief is that devotion to powers that exist beyond the material world is an act of moral cowardice. The devotees of these other

powers need take no responsibility for their own actions, but simply subordinate their wills to that of their deity. It is regarded as emotionally misguided to revere a remote supernatural being above one's own ancestors, teachers, and community. And, such an attitude is viewed as potentially dangerous. The great supernatural powers are known to delight in destructively meddling in the affairs of the material world. If such a power perceives that it has many ardent worshipers, it may be tempted to intervene in the affairs of the Charonti. It is equally likely that a lack of attention will enrage a great power, just as an undisciplined child has a tantrum when its vanity is not adequately fed.

Most Charonti believe that it is best to leave these supernatural powers alone. Even good and decent powers have no business interfering in the lives of mortals, for they cannot understand the depth of compassion that can only come from a recognition of one's mortality. The Charonti nation, once it is fully rebuilt, will provide a safe harbor for all humanity from the arbitrary savagery of the great powers. In its balance of reason and compassion with perfect justice, it will create an example that the stumbling gods may look upon in wonder and learn from.

The moral philosophy that lies at the center of Charonti life is an amalgamation of moral principles that extend from their forgotten religious heritage and newer notions of what is fitting and proper. To the common Charonti it is characterized in their profound notion of duty, or the belief that individuals should discipline their desires for the benefit of the community. Many philosophers have written classic texts that list prescriptions for right action and dutiful behavior. Most Charonti can quote the most common axioms, which usually revolve around obedience and devotion to one's mentor, parents, community, the restoration, and the queen. These prescriptions also extol the virtues of hard work and single-minded devotion to one's work and caste.

While the scholar caste generally disdains traditional religious devotion, many scholars take an anthropological interest in primitive religion. Some study the ancient records from the Charonti era of exploration that document the religions of primitive people. Others study the various popular cults and religions that emerge on occasion among the city-dwelling Charonti and the outcasts.



THANHOTÉPIC RELIGION

Although the dominant philosophy of the Charonti is that espoused by the Crown, religious practices do persist in daily life. Devotion and respect for one's ancestors is an integral part of Charonti life, and is reflected in their modes of etiquette and their practice of preserving and animating the dead. While these practices may have found their beginning in ancient religion, they are now simply considered the wise conduct of dutiful Charonti.

Some farmers and guildsmen continue a simple, almost superstitious, form of Thanhotépic worship, though it is more a form of ancestor worship of the "sleeping god." Charonti use this term to refer to Thanhotep nowadays, for it is generally believed that the god abandoned his people in their time of need. Some people now interpret this literally, and consider it bad luck to say his name for fear of waking him and bringing his wrath down upon the Charonti.

In the Outlands, ardent Thanhotépic cults persist among people who never abandoned the old religion. Ruined temples in the Outlands are regarded by the Crown as dangerous because they attract outcast cultists, and are believed to retain magic that may summon the attention of a god.

This faith has been rebuilt largely through the efforts of cultists excavating ancient temples. These cults vary in their beliefs and practices and are often opposed to other groups, regarding these as heretics. The Crown seals ruined temples when they are found; but, records of their locations are incomplete.

Occasionally a small cell of adherents to the old religion will develop in one of the cities. These people are ignored by the government as long as they do not threaten the domestic tranquility. It is rumored that the Addakainen actually allows a few aging priests of Thanhotep to study and practice their faith because of their unsurpassed control of the undead.

OTHER RELIGIONS

In spite of society's predisposition against devotional beliefs, small cults rise and fall in popularity among the Charonti with surprising regularity. Their great intellectual curiosity leads many Charonti to dabble in the ancient faiths of primitive peoples described in ancient manuscripts, and also makes some of them inclined to invent new religions.

Small enclaves of various faiths meet at private homes, and religious visionaries are common guests at the dinner parties of the wealthy. Although temples dedicated to any religion are not permitted by the Crown, people build shrines

or chapels in their homes. Cults in Charonti society rarely amass large followings, and as such do not usually have a hierarchy of more than a few priests. Many cults are composed up of the followers of a single cleric.

THE KNORR

What finally galvanized the warring magelords to reunite under the Crown of the line of Hramnethes and to adopt the vision of the reconstruction and the just society was an invasion by a bloody race of primitive savages. The Knorr landed on the eastern shore of Jakandor 150 years ago, and shortly after their arrival began to pillage the ruins of the elder Charonti. They do not understand the power that lies in the ruins, but simply carry away ancient treasures as trophies. They pay homage to a dark and primitive religion that embraces hundreds, if not thousands, of petty gods, such that each family is slave to a different power. At the same time, demonstrating the illogic that is typical of savages, the entire race is beholden to a demi-urgic goddess of war, which they use as their justification for destruction and the glorification of animal appetites. These beast-men cultivate the art of killing above all.

This bit of knowledge has been obtained through careful surveillance of some of their crude settlements. Oddly enough, the spoken language of the Knorr bears some general similarity to the ancient Charonti tongue, enough so that basic ideas can be grasped. Little more is known about the Knorr, for one has never been captured alive. They have met every effort to communicate with an insane ferocity. They seem to delight in destroying all remnants of learning and the past. They destroy the Charonath on sight. There are reports of tribes of Knorr who entered ruins simply to slaughter the Charonath and destroy any knowledge they might find. For a reason that cannot be discerned, if indeed any reason exists, they create enormous animal-headed statues that their bestial priests can animate and use in their wars among themselves.

The intelligence of the Knorr is even less than that of animals, for in combat they often stand out in the open and bellow at their enemies, displaying no higher thinking that might allow stealth or cunning in their attacks. However, what they lack in intelligence they more than make up for in ferocity, for they seem to value their own lives as little as those of their victims. The one blessing of their foolishness and ferocity is that they spend most of their time warring among themselves, which has given the Charonti time to plan a campaign against them.

The Knorr present several distinct threats to



the Charonti. First and foremost, with each passing day the Knorr destroy or disperse more of the buried wisdom of the elders that remains in the ruins. Second, they seem to be immune to the plague, but able to carry it. Thus, if a party of Knorr were able to reach one of the Civil Centers, they might annihilate the last survivors of the Charonti race. Finally, although the Knorr are barely more than animals, some Charonti fear that they may one day learn the true nature of the powerful elder artifacts that they now destroy or use to decorate their lodges. If the Knorr were to stumble upon a powerful ancient temple or library, they could unleash a disaster hitherto unimagined.

There is considerable controversy among members of the government about how best to deal with the beast-men. The strategy of the Crown in recent times has been to avoid direct confrontation with the Knorr and to locate and secure as many of the elder ruins as possible. Once the ruins are secured and safe, the beast-men can be left to run about the forests and hills to destroy themselves. Some Council members advocate a concerted campaign to wipe out the Knorr now, insisting that their animalistic rate of reproduction will only make the situation worse if it is left unchecked. Still others advocate domesti-

cating the Knorr and raising them up to some semblance of civility, perhaps using them as servants in the manner of the Charonath. This was the original strategy of the Crown, but was discarded after repeated attempts to peacefully interact with the Knorr were met with savage violence.

CHARONTI NAMES

All Charonti individuals have a single name. It normally begins with a syllable that is shared by everyone in the character's lineage, but this is not always the case. In the Charonti custom of naming, each syllable has a specific meaning. A person's name generally becomes longer, and occasionally a syllable is dropped, as that person grows older and adds to his list of accomplishments. As a venerable Charonti's name begins to become unwieldy, he will drop the use of many syllables except in formal occasions, when the entire name is used. Abbreviating one's name is a sign of humility. Also, it is customary never to use a longer form of your name than the person with whom you are talking, if that person is a social superior.

For example, the members of a scholarly lineage may all use the first syllable Nem ("wizard") because of the status of their ancestors. An infant may be called Nemat (at = wind) because of its loud and frequent crying. As a toddler, Nemat may begin to be called Nematabragath (a = he, bra = brother, gath = large) when another child is born into the family. When, as a youth, the child readies for the exam to join the Open School, he may have the name Nematabragathileser (il = aspiring, eser = scholar). When the young Charonti is accepted into the College of Thought and he is introduced to his mentor Ihnna ("without pride"), the apprentice humbly refers to himself as Nem, dropping the rest of his name for the occasion. At the time of his first advancement in the level of

his spell casting power, however, the mentor may address the apprentice as Nematabragathiseser (iseser = young scholar), or even Nempalatabragathiseser (the honor of pal added because of the student's powers of reason). Small connecting syllables a ("he") or i ("she") may repeat several times in a name for fluidity.

The female children of the royal family have always taken names beginning with Nefti. Their true names are probably much longer, but the queens have always been known simply as Nefti ("wise and gentle one"). Nefti the Peacemaker's full name was Neftianesiha-hramnethes ("wise and gentle peace maker who is the daughter of Hramnethes"). Nefti the Apostate was called Neftinathanhotep ("wise and gentle without Thanhotep").

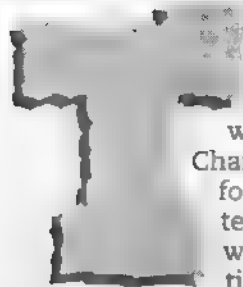
Following is a list of the most commonly used syllables in Charonti names

a	=	he	ad	=	ocean
adda	=	pool	ahm	=	scribe
al	=	nation	am	=	tablet
an	=	peace	ar	=	man
at	=	wind	ban	=	brave
bra	=	brother	buc	=	giver
cha	=	new	con	=	storehouse
daal	=	child	dode	=	education
dor	=	fire	ek	=	great
eser	=	scholar	en	=	home
es	=	maker	fer	=	mother
gath	=	large	gox	=	father
ha	=	daughter	ho	=	cycle
hram	=	far-seeing	i	=	she
ian	=	cunning	ihn	=	proud
il	=	aspire	im	=	dark
is	=	young	ja	=	discipline
kah	=	just	kai	=	knowledge
kan	=	hammer	khan	=	guildsman
le	=	lineage	lia	=	luminous
men	=	trader	mir	=	water
mose	=	old	na	=	without
nath	=	dead, death	nef	=	wise
nem	=	wizard	nen	=	magic, magical
neth	=	living, life	nez	=	run
on	=	son	or	=	flower
pal	=	reason	pil	=	outcast
qad	=	desire	ra	=	little
ron	=	people	sha	=	builder
sur	=	teacher	tay	=	heart, center
tep	=	end	than	=	begin
ti	=	gentle	ton	=	creator
u	=	sky	uh	=	fat
uk	=	sprawl	um	=	shelter
vu	=	thief	wa	=	philosopher
xer	=	warrior	zo	=	stone



Chapter Three:

CREATING CHARACTERS



his chapter brings to life the various types of characters who make up the Charonti world. Rules for generating characters are given here, as well as specific descriptions of the types of wizards, rogues, priests, and warriors who make up the Charonti nation.

BASIC TRAITS

All Charonti are human. No evidence exists that any other race of human or humanlike characters ever set foot on Jakandor before the invasion of the Knorr.

Every Charonti character, regardless of class, has the ability to turn or control undead as a 1st-level priest. Priests continue to improve their mastery of these skills as they rise in level.

The Charonti campaign is designed for characters starting at 1st level. However, it is recommended that DMs allow all player characters to begin with the maximum allowable number of hit points, not including any Constitution bonus that might apply. Thus, wizards should start with 4 hit points, rogues with 6, clerics with 8, and warriors with 10. As their characters rise in level, players should generate new hit points normally by rolling the appropriate die and adding a Constitution bonus if applicable.

LANGUAGES

All Charonti speak a common language, and most citizens also learn how to read and write the language as part of their schooling. Many educated Charonti can read *magic* as well as mundane script. In addition, some people have studied the ancient or "high" Charonti language from which the present-day tongue is descended. Because all texts found in the ruins are written in ancient Charonti, expeditions almost always include at least one person who can read that language—someone who possesses the ancient Charonti language non-weapon proficiency.



The ancient language of the Charonti is close enough to the Knorr tongue to allow simple communication if a character who is listening makes a successful proficiency check. The written language of the Knorr is a crude and simplistic set of runes. Their writing can be interpreted by making a language proficiency check with a -4 penalty.

CASTES OF CHARACTERS

In order for the campaign to function smoothly, a party of Charonti player characters should almost always be drawn from the same caste: all scholars, all guildsmen, or all outcasts. At the DM's discretion, there may be situations when members of different castes will adventure with one another.

A campaign involving scholar heroes may take several forms. All members of the scholar caste serve the Crown, either directly as government officials or indirectly as members of the colleges. The caste has two simple directives: to



recover
the lost
heritage
of the
Charonti
civilization,
and to advance
the study of philoso-
phy and magic, with
the ultimate goal of
bringing an higher order
of justice to Charonti soci-
ety. Scholars are respon-
sible for the real work of
carving the Charonti nation
out of the ruins.

A campaign centered on guilds-
man heroes can revolve around intrigue between
competitive guilds, or adventures into the ruins to
seek personal fortune. It may also involve illegal
trade with outcasts or other nefarious plots.

A campaign featuring outcast heroes is per-
haps the most challenging for players, since out-
casts have fewer advantages and resources than
members of other castes. The basic thrust of such
a campaign might be simply survival in the Out-
lands, coupled with an attempt to claim some of
the lost Charonti magic before the Crown gets to
it. And, it stands to reason that outcasts, particu-
larly those living in the central region of the is-
land, would come into contact with the Knorr
occasionally and perhaps frequently.

NECESSARY GAME RULES

In order to faithfully capture the
essence of Charonti society and culture,
three sets of optional rules from the
AD&D® DUNGEON MASTER® Guide and
Player's Handbook must be used in any
Jakandor campaign.

First, the rules for "Non-Weapon Profi-
ciencies" (Chapter 5, Player's Handbook and
DUNGEON MASTER Guide) are essential.
These specific skills help to individualize
every Charonti character, and sometimes
possessing a certain proficiency can turn
an otherwise unremarkable character into
an essential member of an expedition.

Second, the rules for "Training to Ad-
vance in Experience Level" (as presented
in Chapter 8 of the DUNGEON MASTER Guide)
are an important part of the Charonti
world. What this means is that almost all
types of Charonti characters must be in-
structed and supervised by a mentor be-
fore they can attain a higher level of
experience. More information on Charonti
mentors and character advancement is
given in Chapter Four.

Third, the "Hovering at Death's Door"
optional rule is not optional in this cam-
paign. A Charonti character who is re-
duced to 0 hit points is unconscious, not
dead. If your Dungeon Master does not or-
dinarily use this rule, ask him to refer to
Chapter 9 of the DUNGEON MASTER Guide
and become familiar with it.

See Chapter Four for details of how parties are assembled for each caste, and what resources they have and the restrictions under which they operate.

CHARACTER KITS

This section describes the various characters that make up Charonti society. Every player character must select one of the kits listed here. Standard characters as described in the *AD&D Player's Handbook* and kits from other AD&D® game products are not found on the island of Jakandor.

It is possible that a young Charonti will discover a new magical path or master a new philosophy. The DM and players may agree to create new kits if they are consistent with Charonti culture and grow naturally from the other aspects of the campaign.

Each character kit description follows a specific format, which is explained in the following text.

General notes—Each kit begins with a brief statement of the character's status in society.

Caste: Certain characters can only belong to one caste, while others have a choice. The allowable caste or castes for each kit is given here.

Requirements: The minimum ability scores and other necessary attributes for each kit are provided here. All kits are open to both males and females.

Role: This entry explains how a character kit fits into the community. Players should not feel that their characters are bound by this information, but it may provide insight into how the character is perceived within the community. It may

also provide clues to how non-player characters of this kit are regarded.

Weapon Proficiencies: The AD&D® game rules for proficiencies are essential to the creation of a Charonti world in which characters distinguish themselves through specific skills and abilities. Many character kits restrict the weapon proficiencies that can be chosen when the character is created.

The Charonti do not have a warrior tradition and find shedding blood to be somewhat distasteful. As such, the Charonti have fairly limited interest or expertise in the use of weapons.

Equipment: If a character is restricted to particular weapons or armor, these are indicated here.

Non-Weapon Proficiencies: Character kits are distinguished by the common skills that a character may possess. **Bonus:** proficiencies may be gained automatically, without having to use non-weapon proficiency slots to select them. **Recommended** proficiencies are skills that a typical character may have, but they are not mandatory. **Barred** proficiencies may not be adopted when the character is created. It is possible, in extraordinary circumstances, for the DM to allow a character to learn a proficiency that was initially barred.

Special Benefits: Unique advantages, special abilities, and reactions of each kit are described here.

Special Hindrances: Unique vulnerabilities, weaknesses, or obstacles are listed here.

Magical Abilities: This section describes what spells or spell-like abilities a character can use.

Wealth Options: Initial funds for each kit is listed here, replacing the rules for starting money

COMMON WIZARD TRAITS

To avoid repetition, some characteristics common to virtually all Charonti wizards are identified here.

Caste: All specialist wizards, except Renders, may belong to either the scholar or the guildsman caste. Renders may be scholars only. The only type of wizard found among the outcasts is a Dilettante.

Weapon Proficiencies: All may become proficient with a dagger, staff, knife, dart, and sling.

Non-weapon Proficiencies: All wizards possess Reading/Writing as a bonus proficiency.

Equipment: All wizards are prohibited from wearing armor of any sort, and may not use any weapon which they are unable to gain proficiency in.

Magical Abilities: This section does not appear in any wizard kit description, because all the information about a wizard's magical abilities is contained either in the general rules concerning specialists or elsewhere in a kit description under "Special Benefits" and "Special Hindrances."

Wealth Options: All beginning wizard characters start with (1d4+1) x10 gold pieces.

in the *Player's Handbook*. Any restriction or requirement regarding spending or collection of wealth according to the character's caste is presented in Chapter Four.

Group: All scholars and most guildsmen have some sort of affiliation to an institution, such as one of the colleges of the Addakainen or one of the guilds. This section explains how the group a character belongs to interrelates with other groups in Charonti society, particularly its rivals.

WIZARD KITS

Charonti wizards live in a culture that extols their craft and exhorts them to advance the magical arts for the benefit of the entire community. Wizards of the scholar caste devote their lives to the work of their college within the Addakainen. Each college corresponds to one of the eight schools of magic in the AD&D® game rules (counting Lesser Divination and Greater Divination as a single school). The colleges are financially supported by the Crown, which provides room and board for all scholar wizards because their work is seen as essential to the reconstruction of the Charonti nation. Some of these schools are rivals of one another and they may clash over what they think is in the public interest or where the funding of the Crown should be concentrated. However all of these colleges know better than to let their conflicts interfere with the will of the queen.

An atmosphere of secrecy surrounds much of what goes on within the Colleges of Wizardry, dating back to the time of their origin in the days of the magelords. Each school competes with the others for the largest share of the queen's attention (and revenue), and is not likely to disclose its activities to anyone other than the queen and her highest advisors.

Except for the dilettante, this society's generalist magic-user, Charonti wizards are specialists. The rules regarding Charonti specialist mages differ from standard AD&D rules in several important ways.

First, certain spells in the Charonti world are elder spells—the earliest magic created in the distant past. These spells form a basic set of magic that is available to any wizard regardless of his specialty and regardless of what school the spell belongs to.

All other spells are specialist spells—magic available only to wizards who have specialized in the school to which the spell belongs.

Although Charonti specialists cannot learn or cast spells from other schools, except for elder spells, they can use scrolls or devices that duplicate the powers of those spells. For instance, the

ELDER SPELLS

A full list of elder and specialist spells is given in Chapter Six. Elder spells are listed here for reference.

1st level: cantrip, charm person, comprehend languages, detect magic, hold portal, light, magic missile, Nefti's spell recall (a unique Charonti spell, described in Chapter Six), phantasmal force, protection from evil, read magic, sleep

2nd level: continual light, detect evil, detect invisible

ESP, invisibility, knock, levitate, wizard lock

3rd level: clairaudience, clairvoyance, fly, haste, hold person, infravision, invisibility 10' radius, lightning bolt, protection from normal missiles, slow, water breathing

4th level: dimension door, plant growth

5th level: animate dead, teleport

6th level: antimagic shell, control weather, enchant

an item, geas, globe of invulnerability

8th level: permanency

spell feather fall is available only to specialists in the school of alteration, but another specialist could use a magical ring that had the same effect.

Opposition schools, as described in the standard rules, do not exist in the Charonti world for purposes of defining spell casting ability. But the concept of opposition is present in the rivalries and resentments that run between and among the Charonti colleges, as brought out in the kit descriptions that follow.

Another aspect of the Charonti world that has a major impact on wizards is the fact that most of the magic once known by the Charonti is presently lost. It is the task of today's wizards to recover and decipher this legacy. Almost all spells of greater than 3rd level and many of 1st and 2nd level must be unearthed from the ruins of Jakandor.

A Charonti specialist wizard gains one additional spell per experience level, provided the extra spell is selected from the specialist's school. The extra spell cannot be an elder spell from a different school.

As with the standard rules, a specialist receives a +1 bonus when making saving throws against spells in his specialty, and other characters suffer a -1 penalty when making saving throws against a specialist casting spells from his school (even when that spell is an elder spell).



A specialist has a +15% bonus to his chance of learning a spell from his school—but only if it is taught by his mentor. He has a -15% penalty to his chance of learning an elder spell that belongs to a different school—unless taught by his mentor, then the penalty is negated. (Rules on mentors and character advancement are given in Chapter Four.)

Charonti specialists do not automatically gain a new spell upon reaching a new experience level.

A specialist wizard is unable to create a new spell that would belong to a different school.

ARTIFICER

Artificers are members of the College of Enchantment. They are inventors and manufacturers of magical devices for all aspects of Charonti life.

Requirements: Intelligence 12, Constitution 13.

Role: Artificers are creators of enchanted machinery and automatons that facilitate the reconstruction of the Charonti empire. They rely primarily on bone to heighten the magical efficacy of their work, carving it into delicate gears and intricate parts. They are admired widely among the guildsman caste as creators of practical marvels and toys, but seen as tinkers by members of the scholar caste.

Artificers believe that it is through their efforts that the just society can exist at all. It is because of their labor-saving devices and machines that the philosophers and others are able to worry about research and esoteric matters instead of the practical burdens of daily life.

Artificers are found among the guilds of the Charonti. Their work is the foundation of many business enterprises. Artificers of 12th level or higher are respected and sought after, whether they are scholars or guildsmen, because of their ability to use the important spells *enchant an item* and *geas*.

Weapon Proficiencies: Artificers must first become proficient in the use of the club before learning to use other allowed weapons.

Equipment: Artificers may use any small hand tool in combat, such as a hammer or a pry bar, with results as though the weapon were a club.

Non-Weapon Proficiencies: **Bonus:** Engineering. **Recommended:** Appraising (2), Blacksmithing (1), Endurance (3), Language, Ancient Charonti (1), Local History (2), Spellcraft (1). **Barred:** Herbalism, Healing.

Special Benefits: As part of their education, all artificers learn how to manufacture a clockwork

familiar. This is a device that functions the same as a shadow mage's *familiar*, but the casting of the find familiar spell is not required in its construction.

The creature must be the size and approximate form of one of the types of familiars mentioned in the *Player's Handbook*. The machine moves and behaves exactly like a living familiar of the animal it represents, conferring the appropriate sensory powers to its creator. However, if the familiar is broken or destroyed the artificer suffers no ill effects and may begin to manufacture a new one immediately, either of the same type or any other variety he desires.

Each familiar requires at least a month to build and uses 500 gp in materials. When construction of the item is finished, *ambulate object* (see Chapter Six) must be cast to put it into operation. This 2nd-level spell requires an artificer of 3rd level or higher to cast the spell. A low-level character can usually find someone in the College of Enchantment who is willing to perform this service for a modest fee. An artificer who is a guildsman will certainly not cast the spell for free.

An artificer may only have one familiar in operation at a time—if a second is activated, the first one goes inert. An artificer may build a second one almost to completion in anticipation of his present familiar's demise. It is not possible to build a familiar that will be used by someone else, since each device is attuned to the person who constructed it.

Artificers enjoy a +2 bonus to their attack rolls against manufactured opponents such as automatons (see the new spell *enchant automaton*, described in Chapter Six) and Charonti Machines (see Chapter Five). This bonus does not apply to undead.

Special Hindrances: Except for the elder spell *charm person*, artificers are not adept with charm-related magic of their school as they are with enchantment spells. This lack of expertise is reflected in the following different effects for spells:

Friends: The caster gains only 1d4 points of Charisma, and the duration is only 1 rd./level.

Hypnotism: The area of effect is a 10 ft. cube, and only up to 1d4 creatures can be affected.

Forget: Only one creature can be affected, and the target is allowed a saving throw with no penalty.

Scare: This spell only affects creatures with fewer than 3 Hit Dice or levels of experience.

Tasha's uncontrollable hideous laughter: The caster can affect one creature for every 6 levels attained.

Suggestion: The duration is 1 +1 round/level.

Group: The College of Enchantment is strongly supported by the Crown. Artificers are involved with the reconstruction of the cities, doing what they can to make life more convenient and pleasurable for people. Artificers think poorly of the galvanists, who they feel are not focusing their research on practical applications that will improve the daily life. They see the development of the spell *galvanize dead* (see Chapter Six) as an indication that the galvanists are more interested in reinventing the wheel (and less effectively at that), than using their research to augment the more advanced work of other wizards.

FINDER

Finders belong to the College of Divination. Their school is dedicated to the recovery of lost magic and learning from the Charonti ruins.

Requirements: Wisdom 16.

Role: Finders are masters at negotiating the labyrinthine passages of ancient ruins and locating lost artifacts. No other school of magic is as devoted to the practical matters of excavating and exploring the ruins. Finders are fascinated by the nation's lost heritage, and consider the elder times to be the golden age of Charonti civilization. They dedicate the time between expeditions to the study of ancient records in the Dodecon. Finders believe that no other college is as closely tied to the queen's vision or has done as much to advance the reconstruction. They consider the other schools to be distracted with novelty and to lack focus.

Finders are almost always a part of a Crown expedition. They are greatly respected for their abilities, but most others find them too absorbed in their ancient books, maps, and scrolls and rather unsophisticated in their appreciation of contemporary politics and how things really get done.

Quite a few finders are part of the guildsman caste, where they are to help seek fortune in the ruins.

Weapon Proficiencies: Finders must use their initial proficiency slot to learn use of the dagger.

Equipment: Finders use daggers and staves, as well as a variety of chisels, lockpicks, and probes to examine stone constructions. They also carry a variety of divining tools—rods, crystals, glasses, and fetishes.

Non-Weapon Proficiencies: Bonus: Direction Sense; Ancient Charonti History. Recommended: Fire-building (1), Language, Ancient Charonti (1), Religion (1), Rope Use (1), Spellcraft (1). Barred: Herbalism, Healing.

Special Benefits: The finder's skill in navigating the ruins is unmatched. Through study and

personal experience, a finder is familiar with the architecture of the cities, temples, and tombs of ancient times. Upon arriving at a ruined building not previously explored, a finder may attempt to discern the approximate original size, layout, and purpose of the place. Success is determined by rolling d100 and comparing the result to the total of the finder's Intelligence + Wisdom + (level x 5). If that total is equal to or greater than the dice roll, the finder has discovered accurate information. For instance, a 1st-level finder with Int 14 and Wis 16 has a 35% chance of being correct about what he perceives. The DM should roll this check to prevent the player from knowing when his character has succeeded.

A failed check provides the finder with similar, but inaccurate information relative to the severity of the degree of failure. For instance, a finder who made a successful roll might discern that a ruined temple may have four subterranean levels with a sanctuary located in the center of the second level at the end of a southern staircase. If the check failed by a moderate amount (up to 20%), the finder might mistakenly think that the temple has only two levels with no obvious access to the second level. If the check was failed by a large amount (35% or more), the finder might believe the structure is not a temple, but

rather a religious academy likely to hold nothing of interest.

Finders have the following special skills similar to dwarven abilities. These abilities are not automatic, the player must declare that his character is deliberately examining stonework to discern one of the following characteristics in order to make a skill check dice roll.

Detect grade or slope	10%+
Detect new construction	10%+
Detect sliding/shifting walls or rooms	10%+
Detect stone traps, pits, and deadfalls	10%+
Determine approximate depth underground	10%+
Determine approximate age of site/item	10%+
Determine direction of shortest path to exit	10%+

The base chance of success is 10%. At 1st level a finder may allocate a bonus 60% points among these abilities to improve any score, but no ability may be increased by more than 30% points. Each time a finder advances in experience, each level, he receives an additional 30% bonus points, but no more than 15% points may be assigned to any skill. No skills may be improved to greater than 95%.

Only one skill may be used at a time, and each time finder tries he must spend a full turn exam-



ining the object or site in question before rolling the check.

Special Hindrances: Finders must use their detection abilities on a regular basis, or they will become rusty. If a finder goes more than a week without visiting a ruin, his skill scores are treated as half value (rounding down). Upon returning to the ruins, if a successful check is made at the penalized level the skill will return to its original score. All abilities are restored to normal levels after a finder spends 24 hours actively exploring a site, regardless of whether he uses his abilities during that time.

Group: Finders are dedicated to exploring the ruins and recovering the Charonti heritage before it is lost. Their most fervent adversaries, the shadow mages of the College of Conjuraton, claim that finders advance too recklessly and are too quick to handle artifacts that they do not understand. Shadow mages fear that the finders may inadvertently jeopardize the nation's safety by stumbling into a lost temple and awakening a power from beyond the material world. Finders see this as an excuse on the part of the shadow mages to keep their fingers in everything. They also feel that exercising too much caution in exploring the ruins is simply giving the Knorr more time to destroy the Charonti legacy.

GALVANIST

Galvanists are students of the College of Invocation. They are masters of electrical energy and believe that the future of the nation will be built upon galvanism.

Requirements: Constitution 16.

Role: Galvanists concentrate on spell research more than on deciphering ancient spell codices, for they believe that the key to improving Charonti society lies in reviving and maintaining the original spirit of invention and discovery that built the ancient world, not in simply digging up the past. Few galvanists become guildsmen, but some do leave their college in order to use their skills for the benefit of their family or a guild.

Weapon Proficiencies: Galvanists must use their initial proficiency slot to learn the use of the quarterstaff. They also may train with dagger or rod.

Equipment: Galvanists are easily identified because of their preference for metal staves. These staves are equivalent to wooden quarterstaves for purposes of combat, but they can also be used for channeling electricity as described below.

Non-Weapon Proficiencies: Bonus: None. Recommended: Appraising (2), Blacksmithing (1), Endurance (3), Fire-building (1), Language, Ancient Charonti (1), Local History (2), Spellcraft (1). Barred: Herbalism, Healing.

Special Benefits: The galvanist is a master in the manipulation and use of electrical energy. If the wizard is the target of an electrical attack, he may be able to prevent personal injury by grasping his metal staff and planting it firmly on the ground, causing the electricity to flow into his staff and then dissipate into the earth or floor beneath him. This action must be taken prior to the discharge of the attacking magic, and a galvanist who is poised to resist an electrical attack can take no other action in the round when the attack occurs.

Any damage that would have been delivered by such an attack is dissipated up to the total of the galvanist's hit points at the time of the attack. Any damage over this amount is treated as normal electrical damage and subtracted from the galvanist's remaining hit points. For example, if Qadsurthan has 10 hit points remaining when he is struck with a 12-point electrical attack, the first 10 points of the attack are dissipated and the remaining 2 are suffered as damage, leaving the character with 8 hit points. The galvanist may attempt a saving throw to reduce or avoid the remaining damage if appropriate.

A galvanist may use the spell *shocking grasp* to revive a character who is rendered unconscious and has less than 1 hit point. Note: in the Charonti scheme of magic, this spell is considered to belong to the school of invocation as well as the school of alteration. The spell is cast normally, but damage is treated instead as healed hit points. If the amount healed restores enough points to exceed the recipient's full normal hit points, the recipient loses 1 point of Intelligence for each point in excess (and the extra points are not converted to hit points). Casting the spell on a character with 1 or more hit points inflicts damage as usual.

A galvanist is particularly adept at casting magic missiles and lightning bolt, the two elder spells that are also part of the school of invocation/evocation. Both the range and damage for these spells are doubled when cast by a galvanist (but not when the galvanist uses a magical item that duplicates the spell's effect). The maximum damage possible for a lightning bolt spell is still 10d6, but a galvanist reaches this capability at 5th level instead of 10th.

Special Hindrances: A galvanist acts as an attractor for electrical energy. Half of the effect resulting from any discharge of electricity that delivers damage within 10 yards of a galvanist will be rerouted to the wizard. This tendency to

attract electricity does not apply to that generated by the galvanist himself. A galvanist's staff may be used to diffuse such a discharge. Thus, if another character springs an electrically trapped chest within 10 yards of the galvanist, half the damage is routed to the wizard. If the wizard had his staff set to receive the electrical energy, damage is diffused and assessed as described above. If the attack is randomly directed or not specifically targeted, such as a natural lightning strike, there is a 50% chance that the galvanist will draw the full force of the attack. This tendency for a galvanist to interfere with electrical activity often prevents two or more of these specialists from working or traveling together.

Group: Galvanists are more interested in magical research than politics and will serve on the queen's Council only to make certain they are allocated the funds necessary to advance their research. Members of the College of Invocation maintain a rivalry with artificers of the College of Enchantment/Charm, who spend their time puttering in workshops building lumbering machines. Galvanists see artificers as tinkerers who simply put new dressing on old ideas without pursuing fundamental research into the underlying principles of their work.

PORTERS

Porters are members of the College of Alteration. While their magic has a vast number of applications, they are known best for their work involving the creation of magical transportation and reconstruction of the cities of the Charonti.

Requirements: Dexterity 15.

Role: The magic of the porters lies at the center of the Charonti notion of space. Due to magical gates, teleportation, and dimensional doors (a *dimension door* spell upon which permanency has been cast), the Charonti people view their cities as essentially one community, not four places separated by hundreds of miles of desolate wilderness. Needless to say, the work of porters is seen as both practical and highly valued by all castes of society.

Porters are considered vital members of many Crown expeditions into the ruins. They believe that they will be at the forefront of the nation's advancing borders. Porters aspire to extend the physical reach of the Charonti nation, so that their people might once again resume their role as caretakers of the world.

Porters are well represented among the guildsman caste, and there are several guilds built entirely around magical forms of transportation, providing delivery services as well as rapid transit systems.

Weapon Proficiencies: Porters normally learn the use of daggers as their first proficiency slot, but at later experience levels gravitate toward uncommon weapons such as a length of chain, a grapple hook, a lasso, or a whip.

Equipment: Besides a dagger, porters carry skeletal keys, a wand of bone to focus their spells, and a percussion instrument as a reuseable spell component, such as a gong, crystal chimes, or bells.

Non-Weapon Proficiencies: **Bonus:** Direction Sense. **Recommended:** Jumping (2), Language, Ancient Charonti (1), Local History (2), Navigation (2), Spellcraft (1). **Barred:** Agriculture.

Special Benefits: A porter is particularly adept at the use of movement-oriented magic. The following forms of magic are treated as though they are one spell level lower when determining whether a porter may learn or cast the spell: *levitate*, *rope trick**, *blink*, *fly*, *haste*, *slow*, *wraithform*, *dimension door*, *distance distortion**, *passwall**, *teleport*, *phase door**, *teleport without error**. Note that spells marked with an asterisk (*) are lost—not presently available, but perhaps to be rediscovered.

A porter can assemble and orient a home gate (one of the new magic items described in Chapter Six) in 1 hour instead of the 12 hours required by others.

At 5th level a successful Intelligence check allows a porter to have a general sense of the destination of a teleportation gate or dimensional door. After taking 1 round to examine the portal, a porter may be able to ascertain that the destination is many miles away or only a few hundred yards. The character can tell if the destination is higher or lower in altitude as well. Failing the Intelligence check means that no information is available or, at the DM's discretion, that incorrect information is obtained.

At 8th level a successful Wisdom check allows a porter to actually look through a dimensional door or a teleportation gate and see the destination as though the character were looking through an ordinary door.

Special Hindrances: Porters are responsible for the safe transportation of their party members when serving the Crown. A porter must always subordinate his personal safety to that of his party. This means that he may not enter a dimensional door or a gate first when the group is fleeing danger, nor may he enter one last when he and his comrades are heading for an unknown destination.

Additionally, because of the constant stress on their bodies from teleportation and dimensional travel, porters are susceptible to a temporary weakening condition. On any day when a porter travels through a dimensional door or tele-



portation gate more than once, the character loses 1d4 points of Constitution and 1d4 points of Strength (roll separately for each ability score) for each time such a passage is made after the first. All points lost in this manner can be recovered by resting for a full day. If either of the porter's ability scores is reduced to 0 the character will complete the passage successfully, but then collapses unconscious for one day. When he revives, both scores will be at half value (rounded down) of their normal amounts, and the remainder of the lost points will be regained after another day of rest. Because of this vulnerability, expeditions into the Charonti ruins often have more than one porter among their members.

Group: The College of Alteration is dedicated to the physical expansion of the Charonti nation. Its members have an adversarial relationship with the wardens of the College of Abjuration because of the wardens' overly cautious and meddling attitude about establishing teleportation gates in the ruins. Wardens refuse to defer to the porters in issues regarding safety of their methods of transportation.

RENDER

Renders are specialists of the College of Necromancy. They are the wizards who save the Charonti dead from the depredations of supernatural powers by preserving and reanimating them as Charonath.

Caste: Renders are the only wizards who must be members of the scholar caste. If a render is expelled from the College of Necromancy, the only way he can continue to practice his profession is by becoming an outcast wizard.

Requirements: Wisdom 16.

Role: It is the renders who ensure that Charonti citizens may continue to serve their civilization after death and need never be abandoned to an afterlife of wandering or subordination in the realms of the supernatural. Renders are scientists and metaphysicians who have mastered the separation of a dead body into component parts. Renders view their work as saving lives from oblivion and preserving them in a way that is beneficial to the nation's reconstruction. They are highly respected among the Charonti, and the Crown supports their efforts to refine their research and methods.

Weapon Proficiencies: Renders may become proficient in the use of the rending knife as well as the other weapons allowed to them—and must devote their first proficiency slot to that weapon.

Equipment: Renders will possess a rending knife as well as tools for flensing the flesh from bones. They also often possess amulets, necklaces, or fetishes made of bone and tanned hides.

Non-Weapon Proficiencies: **Bonus:** Reading/Writing. **Recommended:** Fire-building (1), Language, Ancient Charonti (1), Local History (2), Spellcraft (1). **Barred:** Herbalism, Healing.

Special Benefits: Although any Charonti wizard can learn and cast the elder spell *animate dead*, a render is able to use this spell as though it were only a 3rd-level spell. Thus, this magic is available to the character when he reaches 5th level instead of having to wait until 9th level. (See the note following the description of the unique Charonti spell *rend the dead* in Chapter Six for information on how *animate dead* functions as a Charonti elder spell.)

The unique Charonti item known as a rending knife (see Chapter Five) is not expressly intended to be used as a weapon, but happens to be extremely effective in the hands of a render. If used by such a character, it strikes with a +1 bonus on

attack and damage rolls against the living, and is +2 to damage against undead.

A render can repair all types of Charonath by transferring flesh and muscle (hit points) from one creature to another of the same type. The surgery requires one turn per hit point transferred, and the character must have use a rending knife to operate.

Special Hindrances: A render regards undead as a valuable resource and will not destroy such creatures unnecessarily, even if they are hostile. A render earns no experience points for taking part in an incident or encounter in which any undead are destroyed.

Because renders concentrate so intensely on necromantic magic in their studies and their day-to-day activities, most are not as skilled as other wizards when it comes to the use of elder spells. Any elder spell that is not part of the school of necromancy (in other words, all except *cantrip* and *animate dead*) is treated as if it were one level higher for the purpose of determining how soon the render can learn and cast it. For instance, even a simple light spell—available to any other wizard at 1st level—cannot be learned and used by a render until he has attained at least 3rd level when he can cast 2nd level spells. The only renders who are not bound by this restriction are those with Intelligence and Wisdom scores of 18.

Wealth Options: Since all renders are scholars and thus prohibited from amassing personal wealth, any fees they receive for rending must be donated to their college.

Group: The College of Necromancy is located in the Hall of Perpetual Life, the public building in the capital city of Alchatay at which all Charonti dead may be rended properly. The renders are in an ongoing feud with the sandmen of the College of Illusion, who they feel are corrupting and distorting the record of the ancient Charonti civilization by using illusion magic to accumulate information instead of relying on the truthfulness and accuracy of the shaddoc, the animated skulls of their ancestors. The renders are extremely suspicious of most of the records collected by the sandmen, since they contend that this information can be easily falsified.

SANDMAN

Sandmen are affiliated with the College of Illusion. They serve as recorders and historians, as well as performing artists.

Requirements: Dexterity 16.

Role: Sandmen serve the Crown as active witnesses, known as recorders, on important expeditions who can later recreate the events they have seen so that others can view them. They know the



special spells document and remote document (see Chapter Six) that allow them to record and recreate sounds or images that they witnessed.

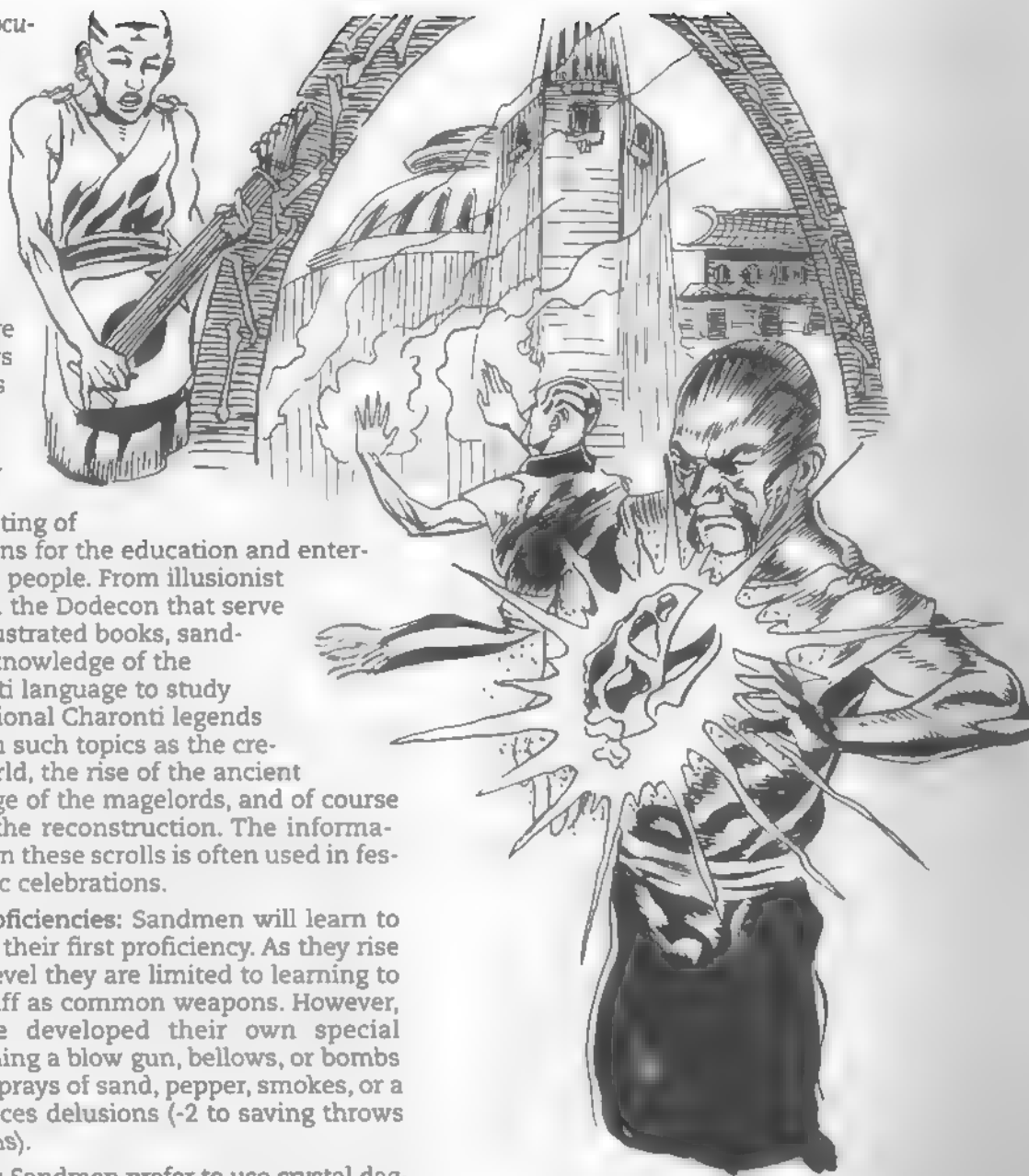
Sandmen are also entertainers and interpreters of Charonti culture. They can recreate historical events through the casting of dramatic illusions for the education and entertainment of the people. From illusionist scrolls stored in the Dodecon that serve (in effect) as illustrated books, sandmen use their knowledge of the ancient Charonti language to study a body of traditional Charonti legends which deal with such topics as the creation of the world, the rise of the ancient Charonti, the age of the magelords, and of course the history of the reconstruction. The information contained in these scrolls is often used in festivals and public celebrations.

Weapon Proficiencies: Sandmen will learn to use a dagger as their first proficiency. As they rise in experience level they are limited to learning to use a rod or staff as common weapons. However, Sandmen have developed their own special weapons including a blow gun, bellows, or bombs which deliver sprays of sand, pepper, smokes, or a gas that enhances delusions (-2 to saving throws against illusions).

Equipment: Sandmen prefer to use crystal daggers, and will carry specialized components to aid their spells, such as; illustrated codexes, mirrors, crystals, and noise makers capable of imitating sounds (but not actual speaking or animal cries).

Non-Weapon Proficiencies: **Bonus:** Artistic Ability; Language, Ancient Charonti. **Recommended:** Etiquette (1), Gaming (2), Local History (2), Musical Instrument (1), Singing (1), Spellcraft (1), Ventriloquism (2). **Barred:** Engineering.

Special Benefits: A sandman's education is centered on cultivating his powers of observation—which in combination with a wizard's typically acute memory can be a powerful force. As a result, a sandman never forgets the smallest detail of anything he has observed. He may recall



exact lines of speech from past conversations as well as odd details that would escape the notice of any other character. (In game terms, the player of a sandman character may at any time ask the DM to confirm a fact about a previous incident. For instance, upon noticing a tattoo on a bandit's arm, a sandman may ponder whether he has ever seen the mark before. Even though the player of the sandman character may not remember this, the DM must answer truthfully if the same mark appeared woven into a tapestry hanging on a high scribe's wall.)

Sandmen also gain a bonus when discerning the true nature of an illusion, seeming, or phan-

tasm, gaining a +2 bonus to saving throws against illusions, and gaining a saving throw at -2 to detect the true nature of an altered item or creature.

The Dodecon lends scrolls to sandmen of the scholar caste that include illusions of historical events for the purpose of public education or entertainment. The illusions will not fool or confuse people into thinking that the images portrayed are actually occurring. Only sandmen can use these scrolls, and a character may borrow only one per week.

Sandmen who leave the college to become guildsmen may perform for a wage. A sandman can generate an income of 10 gold pieces per experience level each month by dedicating a number of days equal to his level to nothing but performing illusions for people's entertainment.

Special Hindrances: Sandmen suffer from a socially marginal role in matters of important decision-making. While these wizards are often welcomed to report upon events, few scholars feel comfortable with a sandman observing them, because they may not always know when their actions are being recorded. Additionally, some wizards do not trust the records of sandmen, knowing that illusions can be tampered with. Guildsmen enjoy the public performances of sandmen, but tend to be rather close-mouthed when one enters their place of business. People are generally wary of discussing secretive matters in front of sandmen.

Group: Research is less of a priority in the College of Illusion than it is in many of the other colleges. The renders of the College of Necromancy see illusion as a false veil that pollutes a clear vision of the cycle of death and rebirth. They fear that an increasing dependence upon possibly unreliable illusory historical documents will start to lead the Charonti away from regarding the shadow as the true source of historical record. Conversely, the sandmen are resentful of the constant challenges of the renders regarding the veracity of their reports.

SHADOW MAGE

Shadow mages are associated with the College of Conjunction. They practice a dangerous form of magic, conjuring or summoning unnatural creatures, that is difficult to control and which is strictly monitored by the Crown.

Requirements: Constitution 15.

Role: Shadow mages are figures of some controversy. Their spell casting involves summoning creatures from supernatural realms and binding them to their will. Some Charonti philosophers

think it is fitting and proper that shadow mages should learn to understand these mechanisms, for it is by similar means that powers from beyond the material world try to subordinate free-willed beings of this world. Those who support or condone the activity of the shadow mages believe that their research may one day serve as the defense against the intrusion of supernatural beings into the affairs of the Charonti.

All loyal Charonti believe that summoning creatures from beyond the material world is appropriate only if it serves the needs of the just society, unlike the great powers who subordinate sentient creatures simply to satiate their vanity. Some scholars maintain that shadow mages are tampering with forces that will either draw the unwanted attention of a great power, or will tempt the Charonti into adopting the arrogance of the gods themselves. The general population regards shadow mages with fear and respect.

Few shadow mages exist among the guildsman caste. Their services are not generally useful to the guilds because their spell casting is strictly regulated.

Weapon Proficiencies: Shadow mages may become proficient in the use of the club as well as the other weapons allowed to them, but must devote their first proficiency slot to the dagger.

Equipment: Shadow mages use weapons made of reinforced or hardened bone. Their scrying and conjure devices are made of rare metals or ceramics decorated with bone or patterns painted in blood.

Non-Weapon Proficiencies: **Bonus:** Weather Sense. **Recommended:** Animal Handling (1), Fire-building (1), Gem Cutting (2), Language, Ancient Charonti (1), Local History (2), Spellcraft (1). **Barred:** None.

Special Benefits: A shadow mage may learn spells from the school of conjunction/summoning regardless of the experience level of the character or the level of the spell. They suffer no penalty to learn such a spell and add it to their spell book.

Shadow mages may attempt to memorize spells one level higher than they can normally know. Any spell in a shadow mage's repertoire may be memorized as if it is a lower level spell if the mage has not memorized all his spells for that level and as long as over 50% of the spells memorized at any spell level are that level. Thus, a mage who can memorize 5th-level spells, but has memorized all he can, may memorize another 5th level spell as a 3rd-level spell if he has any slots remaining and over half the spells memorized at 3rd level are 3rd level. High level spells memorized at lower levels suffer a control penalty as described in Special Hindrances.

This ability can be used only with conjuration spells that enable a spell caster to control a sentient or semi-sentient creature, such as *monster summoning I*, *summon person* (see Chapter Six), *conjure elemental**, *Mordenkainen's faithful hound**, *conjure animals**, *invisible stalker**, *ensnarement**, and higher-level spells of the *monster summoning* family*. It does not apply to spells that summon non-sentient beings or that have automatic effects, such as *summon swarm*, *flame arrow*, *sepia snake sigil*, *Evard's black tentacles**, or *Leomund's secret chest**. (Of the spells listed above, those marked with an asterisk (*) are not presently within the body of Charonti knowledge.)

In addition, a shadow mage has a special ability when it comes to casting a *find familiar* spell. A shadow mage may cast this spell as often as once per day, with no need for a material component, and does so with a casting time of 1d12 hours instead of 2d12 (roll separately for each casting). The familiar that arrives is not randomly determined, but is selected by the shadow mage from the list of possibilities given in the Player's Handbook. In addition to those animals, it is possible for a shadow mage to summon a common zombie or a skeleton to serve as his familiar. Neither creature brings the caster any special sensory powers, but undead familiars can be useful in surveillance

because they can move silently.

If a shadow mage chooses to summon a familiar, any familiar the mage may already have escapes his control at the completion of the new spell's casting and loses any connection to the mage. This separation causes no injury to either the wizard or the familiar. Each time a mage casts *find familiar*, there is a 25% chance that the creature sought is not available within the range of the spell. In such cases, the mage still loses any previous familiar, but must wait 24 hours before attempting the spell again.

Special Hindrances: If a shadow mage tries to cast a spell he can not normally use (according to standard rules), or tries to cast a high level spell as a low level spell, there is a 10% chance per difference in spell levels or spell limits that the caster will lose control of the spell during each round it remains in effect. For instance, a 2nd-level shadow mage who has learned the 3rd-level spell *monster summoning I* may choose to cast it as 1st-level spells. In each round after the spell is cast, including the one in which it takes effect, there is a 20% chance that the shadow mage will lose control of the spell (level 3 spell – level 1 slot = 2 x 10% = 20%). If, in this case, the spell duration (4 rounds) runs its course, and there is a 2 in 10 chance that the monsters will break free of the



shadow mage's control before they vanish. Loss of control may simply mean the disappearance of whatever was conjured, or it may result in disaster, depending on circumstances (and, of course, the DM's discretion).

The use of summoning magic is strictly regulated in Charonti society, because of the difficulty of controlling summoned creatures—even under the best of conditions—as well as the risk of attracting the attention of a supernatural power. No spell that summons an unnatural or a sentient being—except for *find familiar*—may be performed legally without a specific warrant granted by a Jurist of the Crown. In petitioning for this warrant, the shadow mage must explain the need for the spell and why this need cannot be met by other means. A warrant is never given to allow a wizard to freely use such a spell at his own discretion, but rather to overcome a specific obstacle or problem. Each warrant is valid for a specific period of time, and such documents are almost never issued to allow spell casting within the walls of the Civil Centers. Shadow mages may cast summoning spells without a warrant, but will not in front of witnesses.

Group: The College of Conjunction is seen as a place of singularly dangerous research and is closely monitored by the Crown. Few candidates are accepted as apprentices to this college. The long-dead elders of this school are said to have known a lost spell that could grant the caster his dearest wish.

Shadow mages bear a grudge against the College of Divination, insisting that finders are likely to trigger a supernatural disaster by foolishly dashing through all the ruins without understanding the nature of the power that lies within them. The shadow mages also fear that the finders may not always be forthcoming with the information they learn regarding the ruins, and for this reason the conjurers want to be consulted by the finders before any new expeditions to ensure they are not getting into anything over their heads.

WARDEN

Wardens are from the College of Abjuration. They are members of a class of wizards dedicated to protective magic, and as such are often called upon to protect individuals and items of importance.

Requirements: Wisdom 15, lawful neutral alignment.

Role: Wardens are masters of defensive magic. They are highly valued for their ability to prevent harm to individuals and property. High scholars with political enemies and guildsmen with aggressive competitors seek assistance from

these wizards. The Crown employs wardens on expeditions to escort vulnerable individuals and to protect ancient discoveries. The wardens see themselves as serving the Charonti society by protecting its people from the ambitions of those whose vision of the future is less than just. They believe also that as the past is uncovered, the people must remain vigilant to the dangers it might open up to the society.

A few wardens have left the college for one reason or another to join the guildsman caste. These wizards often find lucrative careers as private guards to wealthy guildmasters. Scholar wardens still consider themselves a part of their profession, although they are entitled to none of the resources of their college.

Weapon Proficiencies: A warden may become proficient in the use of the club as well as the other weapons allowed to him, and must use his first proficiency slot to learn uses of the staff.

Equipment: A warden is subject to the same restrictions as other wizards, but often wear a protective artifact, such as a ring, necklace, amulet, bracers, helm, or cloak of +1 enchantment or higher.

Non-Weapon Proficiencies: *Recommended:* Direction Sense (1), Etiquette (1), Language, Ancient Charonti (1), Reading Lips (3), Spellcraft (1). *Barred:* None.

Special Benefits: A warden can detect noises as a thief, beginning with a base chance of 15% at 1st level and increasing by 5% per additional level gained. Likewise, wardens can find/remove traps as a thief with a base ability of 10% and an increase of 5% per level beyond 1st. Neither of these abilities can be improved beyond 90%.

The effectiveness of these abilities is dramatically improved when two or more wardens work in concert. The ability of an individual warden to detect noise or find/remove traps is increased +10% for each warden present and attempting to use the same ability. Thus, three 1st-level wardens would each have a +30% chance of finding a trap. (The 90% maximum for any single warden still applies.)

A warden who is not surprised, gains a -3 bonus to initiative the first round of combat, a -2 bonus the following round, and a -1 bonus in the next round.

A warden can cast any abjuration spell as though it had a casting time of 1.

Special Hindrances: A warden is required to adhere to a strict code of lawful-neutrality; the fundamental rule is "to provide protection at any cost"—even at personal jeopardy to the wizard..

If a warden has been assigned or hired to protect a party member or an object within a party,



he must put the safety of his charge ahead of his own welfare in all decisions. For instance, a warden and his client are traveling together, as they should, for no self-respecting warden would allow them to become separated, and they are attacked by savage Knorr armed with a bow and arrows, the warden must cast his protection from normal missiles spell on his ward rather than on himself. To do otherwise, especially in the presence of witnesses, is to denounce everything the honorable profession of warden stands for.

A warden who deliberately compromises a task to which he has been assigned is stripped of all wizardly possessions, suspended from membership in the college, and not allowed to receive training and advancement until he is able to once again display the necessary strength of character to uphold his responsibilities. The only way for a warden to avoid this punishment is to escape into the Outlands and become a fugitive.

It is possible for wardens to be hired by two parties on opposing sides of a conflict. In such a case, one warden must never attack or compromise the professional integrity of the other. If the other warden does attack first (thus showing himself to be disreputable), the victim is required to attempt to subdue the opponent rather than use lethal force.

Wealth Options: Scholar wardens may sell their services to private individuals and guilds, but are expected to donate their earnings to the college.

Group: The College of Abjuration is commonly referred to as the Ward Home by the Charonti. Of all colleges, it has perhaps the most lucrative means of earning income independent of the subsidies it receives from the Crown. Consequently, wardens remain somewhat distant from palace politics, not feeling as great a need to campaign for funds on their own behalf. This aloofness actually serves to enhance the wardens' perceived trustworthiness among their patrons in the other colleges and in government.

Wardens have had conflicts with the College of Alteration, whose porters repeatedly open magical gates back to the Civil Centers that were not well secured and threatened to allow dangerous creatures access to the cities. It is only a matter of time, say the wardens, before the carelessness of a porter allows a pack of howling Knorr or something worse to pour through a gate and into the heart of the nation.

DILETTANTE

Dilettantes are non-specialist mages.

Caste: Most dilettantes are guildsmen who have learned some spell casting from master mages of their guild or a family member. Some are scholars who are students of the Open School and have begun to study the practice of spell casting independently but have not entered a college. All the wizards who exist among the outcasts are dilettantes, because without access to the resources of a college it is impossible for them to become specialists.

Requirements: None, all wizards can be dilettantes

Role: In a society in which magic plays such an important role and in which intellectual inquiry is considered the highest calling, there are many would-be mages who are attracted to spell casting. But many simply do not have the ability to excel in the crafts as the specialists do. Charonti view generalist mages as people who, even though they may be extremely intelligent, lack a certain inner focus. Nevertheless, dilettantes exist and persist.

Weapon Proficiencies: Standard.

Equipment: Standard.

Non-Weapon Proficiencies: *Bonus:* None. *Recommended:* Any from the General, Rogue, and Wizard groups. *Barred:* None.

Special Benefits: Because a dilettante does not specialize, he is theoretically capable of learning and casting any spell. All of the elder spells are available to these wizards, just as they are for any other. In addition, a dilettante has a chance of being able to learn any specialist spell he encounters. This chance is equal to the character's experience level x 10, divided by the level of the spell (rounding down).

For example, a 5th-level dilettante has a 16% chance to learn a 3rd-level specialist spell ($[5 \times 10] / 3 = 16$), and a 6th-level dilettante has a 30% chance to learn a 2nd-level spell ($[6 \times 10] / 2 = 30$).

Special Hindrances: None.

Group: A dilettante is not a member of a college. Such a character may, however, be enrolled in the Open School. Usually a dilettante finds employment in a family business or with a guild. Most outcast dilettantes operate alone or sell their spell casting services to the highest bidder.



ROGUE KITS

Rogues in Charonti culture are generally characters who must rely on their wits instead of their spell casting ability. Like all other Charonti, they are comfortable with magic and may use it in their daily lives, but it is not the center of their world. Only the bandit, an outcast by definition, is a thief in the traditional sense. Chirurgeons are healers who came into being after the collapse of the ancient empire when clerics had all but disappeared. Companions are professional conversationalists whose wit and charm make them highly sought after by their patrons. Rogues known as guildsmen are merchants and community leaders. And scribes are politically savvy bureaucrats of the Crown. All rogues have distinct roles in adventures and Charonti society.

BANDIT

Bandits live outside the realm of Charonti culture. They have no social standing.

Caste: All bandits are outcasts.

Requirements: None, any rogue can be a bandit.

Role: Most bandits are rogues and scoundrels who make their livelihood at the expense of others. Some, however, have built small communities that offer shelter to the beleaguered people of the Outlands. It is rumored that guardians and guildsmen who frequent the Outlands for one reason or another sometimes hire bandits as informants and guides. This is a criminal offense, but Charonti officials look the other way at the practice for it is certainly better to establish friendly relations with a bandit, than to fall victim to his gang.

Weapon Proficiencies: A bandit may be proficient in the use of the club, dagger, dart, knife, short bow, sling, long sword, short sword, or staff.

Equipment: Bandits may use any weapon with which they are proficient. They may wear leather, padded leather, or studded leather armor.

Non-Weapon Proficiencies: Bonus: Survival, Direction Sense. Recommended: Animal Lore (2), Blind-fighting (2), Disguise (1), Local History (1), Running (2), Set Snares (1). Barred: Reading/ Writing, Etiquette.

Special Benefits: Bandits are experts in concealing themselves and laying an ambush. For each hour a bandit or a group of bandits has to prepare an ambush, a -1 penalty is applied to the surprise roll of anyone who later stumbles across the location, up to a maximum penalty of -4. This is only effective against other Charonti and not against animals. Because of the barbarian's ani-

mal-like senses, this skill can only penalize a Knorr party's surprise roll by -1 regardless of how much time was spent preparing the ambush.

An outcast bandit has the added benefit of knowing the Outlands. He is adept at finding his way in the wilderness: All bandits receive a -50% modifier to their chance of getting lost in any circumstances. Unless his way is blocked, a bandit can always retrace his steps, even in darkness.

Bandits are the only Charonti rogues who can use all thieving skills normally. In the Outlands there is a distinct thieves' cant that bandits can use among themselves when they want to avoid eavesdroppers.

Special Hindrances: Bandits are social outcasts. To work officially for any civil expedition, a bandit must become a citizen by swearing fealty to the queen. At this time the character is *geased* by a Jurist and must serve the queen to the best of his ability. Bandits may not legally enter the settled quarters of the cities unless they are escorted by citizens and they are entering the city in order to pledge their loyalty to the Crown.

It is illegal for private citizens to trade with outcasts, although some guildsmen are rumored to do this.

While in the Outlands, bandits are culpable for their crimes only to the extent that their victims may forcibly seek retribution. Once a bandit has sworn loyalty to the queen, any crime except those perpetrated against enemies of the Crown is a violation of their *geas* with appropriate penalties.

Magical Abilities: At 10th level, a bandit gains a limited ability to use wizard and priest scrolls (25% chance of reversing an effect, as an ordinary thief).

Wealth Options: 1d6 x 10 gold pieces.

Group: Bandits have no official affiliation with other segments of Charonti society or culture, but do occasionally form into large gangs in the Outlands.

CHIRURGEON

Chirurgeons are healers who practice without magic.

Caste: All chirurgeons are guildsmen or outcasts.

Requirements: Dexterity 16, good or neutral alignment.

Role: The craft of non-magical healing arose during the early years after the plague, when many spell-casters were killed on sight for fear of carrying the plague. A new method of curing the sick and healing the injured without resorting to magic was needed, and after much experimenta-

tion several elixirs were developed by the people who became the first surgeons. Their philosophy sprang from a radical belief that the Charonti dependence upon magic was the reason for society's collapse. At the time of the Congregation, many surgeons were attracted to the queen's vision of a compassionate and just society.

These healers have lessened in their distrust of magic, but continue to practice their craft free of enchantment. Surgeons are trained in the repair and maintenance of corporeal undead as well as living people.

Weapon Proficiencies: A surgeon may become proficient in the use of the club, dagger, dart, knife, lasso, short bow, sling, short sword, long sword, or staff, and cannot wield any other weapons.

Equipment: A surgeon may wear leather, studded leather, or padded leather armor.

Non-Weapon Proficiencies: Bonus: Reading/Writing; Healing; Herbalism. Recommended: Local History (1), Seamstress/Tailor (1). Barred: Read Magic (see Chapter Five).

Special Benefits: Surgeons have an extraordinary understanding of anatomy, and as such gain a +2 bonus to all damage they inflict using melee weapons to attack humans, skeletons, or zombies.

Surgeons also have the ability to repair corporeal undead. As long as the creature has at least 1 hit point remaining, a surgeon may use the healing non-weapon proficiency to repair it. Unlike living creatures, undead need not rest in order to benefit from a surgeon's healing proficiency.

Surgeons are the only characters who can create non-magical elixirs (see Chapter Five).

Special Hindrances: Surgeons are, as a rule, pacifists. In the tradition of pure Charonti values, they find violence distasteful and will only personally participate in combat if self-defense is necessary. A surgeon does not earn experience points for any encounter in which he personally causes injury.

Magical Abilities: Surgeons have no ability to manipulate or read magic, but may use any magic item available to rogues.

Wealth Options: 2d6 x 10 gold pieces.

Group: Surgeons comprise a guild that acts as a college to train and educate its members.

COMPANION

These characters are a professional class of conversationalists, storytellers, musicians, and flirts.

Caste: All companions are guildsmen.

Requirements: Charisma 17, Intelligence 13, Wisdom 13.

Role: Companions are trained to entertain private individuals through conversation, dance, and recitals of poetry and history as well as simple companionship. In a society that relies on arranged marriages, there is often a need for friendship and emotional intimacy not found in conventional institutions. The companions fill this role.

Weapon Proficiencies: A companion may only use the short bow, dagger, dart, knife, sling, and short sword.

Equipment: Companions may wear any armor but cannot use their special benefits and thieving skills while wearing anything stronger than leather.

Non-Weapon Proficiencies: Bonus: Dancing; Etiquette. Recommended: Artistic Ability (1), Endurance (3), Language, Ancient Charonti (2), Local History (1), Musical Instrument (1), Singing (1), Spellcraft (2), Ventriloquism (1). Barred: None.

Special Benefits: The greatest asset of companions is their enchanting charm. Each of these rogues has certain spell-like abilities that can be used every day a number of times equal to the character's level. The number of abilities from which a companion may choose increases as the character advances. At 1st level a companion may choose from the following spell-like abilities: *cantrip*, *charm person*, and *friends*. Additional abilities are gained as follows: 2nd level, *taunt*; 3rd level, *hypnotism*; 5th level, *forget*; 10th level, *suggestion*; and 12th level, *emotion*. All of these abilities are used the same way the spells of the same names are cast, except that a companion needs no material components to bring about the effects of *friends*, *taunt*, and *suggestion*.

Companions also have the ability to influence reactions of groups of NPCs like a bard (see Chapter 3 of the Player's Handbook). This ability only works on Charonti and will not work on Knorr, even if the beast-men are able to understand what the companion is saying.

In one-on-one conversation, the companion is more effective. When he attempts to influence an individual when no other listeners are present, and that individual fails his saving throw, the DM should roll twice for the reaction of the NPC and select the result that is closer to the effect sought by the companion.

Beginning at 5th level, a companion may use scrolls of spells from the school of enchantment/charm. However, on any such attempt there is a 50% chance, minus 5% per level of the companion, that the reading will fail and the effect of the spell will be reversed. The chance of failure can never

be less than 10%, regardless of the level of the character.

Finally, companions may use unused weapon proficiency slots for non-weapon proficiencies.

Special Hindrances: Since they are creatures of comfort and are used to leading languid epicurean lives, companions only have a few thieving skills: *move silently*, *hide in shadows*, *detect noise*, and *read languages*. They begin with the standard base scores in these abilities and at 1st level receive 30% bonus points to allocate among them. Thereafter the character receives 15% more bonus points to allocate for each level of advancement. No single score can be improved by more than 10% points at a time.

If a companion attacks or harms a character or any sentient creature, the companion's spell-like abilities will never again effect that character or creature.

Magical Abilities: None other than those described above.

Wealth Options: 4d4 x 10 gold pieces. Companions cultivate rarefied tastes and generally will settle for nothing less than the finest clothing and jewelry to adorn themselves. They often escape strictures on their lifestyle by living at their guildhouse, where they may enjoy luxurious ac-

commodations that are not technically their own. Companions must pay 10 gold pieces or 10% of their income per month to live at the guildhouse, whichever is more.

Group: Companions are considered members of the guildsman caste, although many of their clientele are scholars. Their cultivated manners and general mental acuity allow them to interact easily with the higher caste. A companion's guild in each Civil Center provides its members with rigorous training in all types of entertainment. The guild of Alchatay is said to train the most demure and charming conversationalists. The guild of Orchaleum is reputed for producing companions of unusually keen musical ability as well the finest players of table games.

GUILDSMAN

Guildsmen make up the bulk of the Charonti population. They are the artisans and merchants of Charonti society.

Caste: All guildsmen are, not surprisingly, members of the guildsman caste. Guild families may enter the employ of the Crown by accepting contracts for goods or services.

Requirements: Charisma 11.



Role: Guildsmen are a magically literate class of skilled workers. As a group they do not have particularly high social status in the eyes of most scholars; however, the significant wealth of the most prosperous merchants does make them respected by all members of society. Many guildsmen lead expeditions into the ruins for private gain, and some attempt to trade illegally with the outcasts. At their worst, some guildsmen collude with bandits in the Outlands and provide them with supplies from the cities.

Most guildsmen work within the traditional vocations of their families; however, it is not uncommon for a child to be taken in as an apprentice by a neighbor or a friend of the family. Some guildsmen strike out on their own to begin independent businesses.

Weapon Proficiencies: A guildsman may be proficient with the club, dagger, dart, knife, short bow, sling, long sword, short sword, and staff.

Non-Weapon Proficiencies: Bonus: Appraising; Read Magic (see Chapter Five). Recommended: Charioteering (2), Disguise (1), Etiquette (1), Forgery (1), Local History (2), Spellcraft (2). Barred: Blind-fighting, Gaming, Juggling, Jumping, Set Snares, Tightrope Walking, Tumbling.

Equipment: A guildsman cannot wield any weapon other than those mentioned in "Weapon Proficiencies" above. He may wear any armor, although the best type normally available in the Charonti culture is studded leather.

Special Benefits: Beginning at 3rd level, a guildsman can read and use scrolls of wizard spells. There is a 30% chance minus 2% per level of the guildsman that he will read the spell incorrectly, causing it to malfunction in some way that will be detrimental to the guildsman and his party. (The exact effect is up to the DM.)

A guildsman has a 5% chance per level to identify the general purpose of any magic item. The character need not handle the item, only examine it closely. Even if the check is successful the exact function of the item is never revealed, only its general nature.

Guildsmen know their way around the Charonti marketplaces and can always manage to borrow money. A guildsman in a Civil Center may borrow up to 1,000 gold pieces per level, but must repay the loan within 6 months—plus interest of 25% minus 1% per level. A guildsman may have only one loan outstanding at any given time. If the character defaults, the creditor may ask a Jurist to *geas* the character into service until the full amount is paid.

Guildsmen also have the ability to inspire other members of their caste with motivational

speeches. Once per day a guildsman can launch into a "pep talk" that will affect all listeners up to 10 feet away per experience level of the guildsman as if they had been recipients of a *bless* spell. The guildsman must speak without being interrupted for one round, and the effect upon listeners lasts for one round per level of the speaker. (Note that the speaker himself is not affected.)

Special Hindrances: Guildsmen have no thieving skills.

Magical Abilities: Guildsmen can use magical items normally available to rogues and may use scrolls as described above.

Wealth Options: (3d6 x 10) + 100 gold pieces. A guildsman may amass wealth freely but should never have more personal wealth than the guild's treasury. Rules for how a guildsman must divide his income are provided in Chapter Four. If the character has no parents or siblings, there is no social restriction on his acquisition of wealth.

Group: Young guildsmen often attend the Children's School to learn to read magic, after which they return home to become apprentices in the family business. Some do not go to school, but are taught the rudiments of reading magic by wizards associated with their family or guild.

SCRIBE

Scribes are the officials who manage the daily affairs of the Crown.

Caste: All scribes are scholars.

Requirements: Charisma 14.

Role: Scribes are the pages, couriers, bureaucrats, auditors, tax collectors, and minor functionaries of the government. They are hired for their organizational ability and communication skills. All scribes are part of an organizational hierarchy that is directed by the Vizier, who reports directly to the queen. Scribes are often assigned to arrange the logistical matters of Crown expeditions into the ruins.

Weapon Proficiencies: A scribe may only use the short bow, dagger, dart, knife, sling, and short sword.

Equipment: A scribe may wear leather or padded leather armor.

Non-Weapon Proficiencies: Bonus: Etiquette; Language, Ancient Charonti; Reading/Writing. Recommended: Artistic Ability (1), Forgery (1), Local History (1), Reading Lips (2). Barred: Juggling, Set Snares, Tightrope Walking, Tumbling.

Special Benefits: Scribes are masters of etiquette and diplomacy. Every time a scribe character is eligible to go up in level, the player of the



character may roll a d20 to see if the character is on a career fast track. If the die roll plus the level to which the character is attempting to advance is less than the character's Charisma score, then the check succeeds and the scribe immediately rises one additional level. If the check fails, the scribe advances normally—unless the modified die roll is 20 or higher, in which case the character loses all but 1 of the XP he has gained at his current level, and he must repeat the level before attempting to advance again.

For example: A 3rd-level scribe with a Charisma score of 15 is ready to advance to 4th level. If the player of the character wants to try for rapid advancement and rolls a 10 or lower on d20, the modified die roll will be 14 or lower and the fast track check succeeds. The scribe skips 4th level and becomes a 5th-level character with the minimum necessary XP (in this case, 10,001). If the modified die roll is 20 or higher, the scribe drops from 5,000 XP back down to 2,501 and must earn those XP all over again. Note that the die roll is not mandatory; a scribe may simply choose to advance normally and not risk losing the XP he has gained.

A scribe can read and use scrolls of wizard spells and priest spells. There is a 20% chance minus 2% per level of the scribe that he will read

the spell incorrectly, causing it to malfunction in some way that will be detrimental to the scribe and his party. (The exact effect is up to the DM.)

A scribe can make copies of wizard and priest scrolls. The chance of creating a usable copy is 10% plus 10% per level of the character, minus 5% per level of the spell. This number may never exceed 90%. Each copying attempt takes two days per level of the spell, and the work must be done without interruption. If the copying attempt fails, the original scroll is destroyed and the copy is useless.

Scribes have a bureaucratic jargon based on the ancient Charonti language. The vocabulary involves topics such as accounting, scheduling, and management of resources. The jargon cannot be understood by a non-scribe character unless the listener has the Language, Ancient Charonti non-weapon proficiency and makes a successful proficiency check with a -3 penalty. If the check succeeds, the listener can discern the general topic of conversation but little else.

Special Hindrances: A scribe can use only the following thieving skills: open locks, move silently, hide in shadows, detect noise, and read languages. A scribe receives only 40% bonus points at 1st level, and only 20% bonus points are added per level of advancement (including any level the scribe suc-

ceeds in skipping as per the "fast track" rules above). No more than 10% points may be applied to one skill at a time, and no skill can be raised above 95%.

Scribes are great consensus builders and feel uncomfortable sticking their necks out. Consequently, when part of a group a scribe may not pursue a course of action that has been discussed unless at least one other character agrees.

Magical Abilities: None other than those described in "Special Benefits" above.

Wealth Options: 2d6 x 10 gold pieces.

Group: Scribes are scholars who have studied at the Open School and are hired from there as apprentices within the government. Scribes live in government dormitories and normally have a mentor to whom they are apprenticed. A scribe's loyalty is to the queen and then the Vizier.

PRIEST KITS

Each type of Charonti cleric has a distinctive role in society. Cultists and pantheists try to find meaning in subordinating themselves to distant gods of primitive races that the ancient Charonti encountered in their travels. Jurists act as wise counselors to the Charonti people by applying the queen's idea of justice on a daily basis. The spiritual leaders of the culture are the philosophers, who devote themselves to the ideal of a just society. Thanhotepics continue in their devotion to the sleeping elder god of the ancient Charonti.

CULTIST

These Charonti priests devote themselves to the worship of the various gods of the simple races that the ancient Charonti documented in the records of their explorations.

Caste: A cultist may be a scholar, a guildsman, or an outcast.

Requirements: Wisdom 12 or lower, no evil alignment for scholars and guildsmen.

Role: Thousands of years ago Charonti explorers went out to all parts of the world and returned with detailed accounts of the beliefs and religious practices of the savages they encountered. Many of these ancient records have been unearthed from libraries in the ruins and brought back to the great library of the Dodecon.

Cultists are Charonti who have found a sense of spiritual identity by immersing themselves in the lore and romance of a god of the primitive religions. These characters are often intellectually curious children of scholar families who have attended the College of Thought and become in-

volved in studying the ancient records. An understanding of the nature of gods and their cults is a part of the schooling of all Charonti philosophers, but the education process is designed to emphasize the injustice of being ruled by a supernatural power. Some students feel otherwise, however, and become devotees of a lost faith. These students are considered intellectual lightweights, emotionally needy, or just plain eccentric by more dutiful students of the College of Thought.

Cultists are not organized and tend not to try to recruit followers. A cultist embraces a religion for the sake of the spiritual fulfillment it provides him, not because he wants to make it more popular.

For game purposes, a cultist is simply a priest of any faith in the campaign world in which the DM has set Jakandor. For instance, if the island is placed on the world of Toril, any priesthood from a FORGOTTEN REALMS® product may be used. If the campaign is free-standing and considered independent of any other world, a player may introduce a priesthood from any AD&D® game support product that the DM chooses to allow. As a general rule, no more than one priest of any particular faith should be present in a group of Charonti player characters.

Weapon Proficiencies: As appropriate to deity.

Equipment: A cultist may use weapons and armor appropriate to his deity, as long as those weapons and armor may be found in Charonti culture.

Non-Weapon Proficiencies: Bonus: Reading/Writing. Recommended: As appropriate to deity. Barred: As appropriate to deity.

Special Benefits: A cultist enjoys all the benefits of his adopted priesthood, except those that would conflict with the nature of Charonti society. For instance, as has been stated, no temples of any sort are allowed in the Civil Centers. Also, because they are seen as members of fringe groups, cultists are never granted any civil authority, and they do not elicit any respect from the population at large. Only their followers, if they have any, will treat them with deference.

Special Hindrances: The cultist's faith is built upon an extremely fragmentary knowledge of how their god was served over 5,000 years ago by rather primitive people. Thus, their faith may be confused or founded on misunderstanding. As a result, cultists have inconsistent access to the spells that accrue to a normal adherent of their adopted faith. On any given day the cleric may only have major access to one spell sphere and minor access to one other sphere, regardless of the normal magical abilities of the priesthood

that the cultist has adopted. Every day the cultist must decide which spheres he will draw spells from, choosing from all the spheres available to his adopted order.

An evil cultist may only dwell in the Outlands, and if such a character is called to the attention of the Crown, the queen will move quickly to eradicate him with extreme prejudice.

Magical Abilities: As appropriate to the deity, except that spell acquisition is restricted as described in "Special Hindrances" above.

Wealth Options: 3d6 x 10 gold pieces.

Group: Scholar cultists are often students of the College of Thought. As long as they are enrolled there, they may find a simple room and board among the dormitories. They may freely study the ancient records of their faith in the libraries and seek to recover new information in the ruins.

Among the guildsman caste, ordinary craftsmen who suffer from a fascination for the history of other cultures may become cultists after spending too much time in the public rooms of the Dodecon. These eccentric devotions may be passed on quietly within a family for generations.

In the Outlands there is little accounting for the wide array of bizarre beliefs that gain adher-

ents. A fragment of writing found in a ruin, an ancient temple, or even the dark and bestial practices of the Knorr may become the basis for a new cult.

JURIST

Jurists are the officials of the queen responsible for administering justice.

Caste: All Jurists are scholars.

Requirements: Wisdom 16, neutral good alignment.

Role: Jurists, actually a subgroup of philosophers, are dedicated servants of the queen who strive to embody the virtues of reason and compassion that are extolled by their monarch. Because of their broad civil powers, Jurists are respected by all citizens and feared by some. Charonti law gives wide latitude to the individual wisdom of a jurist. At the same time, Jurists do not abuse their power; they are of unimpeachable character and always strive to moderate the reason of their rulings with compassion.

The decisions of Jurists can vary widely in extremity and duration. One Jurist might assign a child who has been throwing vegetables at passersby to clean up the mess and apologize to





the victims as well as clean all of their laundry for a week. Another one might decree that the child should stand in the plaza for one hour, during which time his victims are allowed to throw vegetables at him.

Weapon Proficiencies: Jurists may only be proficient in the use of the quarterstaff, and may carry only this weapon while within the Civil Centers. In the Outlands a Jurist may use any other weapons, but normal penalties for non-proficiency apply.

Equipment: Jurists may use any type of armor, but seldom wear armor of any sort in the Civil Centers. When in public or on official duty, a Jurist is garbed in a distinctive white robe and a tall, cylindrical hat that swells out like an inverted cone.

Non-Weapon Proficiencies: *Bonus:* Reading/Writing, Etiquette. *Recommended:* Local History (1), Reading Lips (3), any General except Mining; Riding, Airborne; and Riding, Land-based (1 slot each). *Barred:* Brewing, Disguise, Forgery, Gaming.

Special Benefits: Jurists have the power of judge and jury in Charonti society. A Jurist may stop any civilian he deems to be in need of correction and take appropriate action. The process of Charonti justice over which Jurists preside is

described in detail in Chapter Four.

A Jurist can enforce his decisions by calling upon the power of a magical amulet that is used to temporarily mark a citizen who has committed an offense. (See the *pendant of the just society*, described in the section on new magic items in Chapter Six.)

A Jurist has the power to overrule a decision of a lower-level Jurist as long as he consults with the original ruling Jurist in an attempt to come to an agreement on the new decision. If the Jurists are unable to agree, they may appeal to a higher-level Jurist to resolve the dispute.

Jurists have these powers and duties:

At 1st level a Jurist may resolve any dispute between Charonti citizens with the force of law.

At 2nd level a Jurist may assign property from any ordinary Charonti citizen to any other, or to the Crown. This power may be used to resolve a dispute, correct an injustice, punish a crime, or reward exemplary demonstrations of duty or community-minded behavior on the part of a citizen.

At 3rd level a Jurist may assign any citizen to a task as a means of promoting justice, teaching a lesson, building character, or punishing inappropriate behavior.

At 4th level a Jurist may assign a citizen to any

vocation. This may entail changing the citizen's caste. A change of vocation requires that the Jurist cast the spell *know calling* (see new spells in Chapter Six) and apply the result.

At 5th level the Jurist may arrange marriages between any two Charonti, but must use the spell *divine match* (see Chapter Six) for guidance and must heed the result of the spell.

At 6th level a Jurist may request permission from the Crown to have a high-level galvanist cast *spellburn* (see Chapter Six) for the purpose of preventing someone from continuing to use a spell that has been stolen or used in a crime. The request must be approved by a higher-level jurist, and the spell may only be used for the specific purpose described in the request.

Jurists are able to read and use any scrolls of priest spells, with a chance of failure equal to 20% minus 2% per level of the jurist.

Special Hindrances: Because of their power, Jurists are under severe scrutiny from the community, higher-level Jurists, and the queen. A Jurist may not possess property and may not rule in a case in which he has a conflict of interest or stands to gain personally from the decision. If a Jurist violates his ethical code or behaves in a manner that is contrary to the interests of the queen, he will be apprehended and brought to the College of Thought. There he will be stripped of his pendant, not allowed to cast spells except under strict supervision, and assigned a task to be performed as penance.

Magical Abilities: Jurists, like philosophers, begin at 1st level with minor access to the spheres of all and divination. With each level gained, a Jurist may acquire minor access to another sphere of his choice, or may choose to gain major access to a sphere to which he already has minor access.

Wealth Options: 2d6 x 10 gold pieces.

Group: Jurists are trained within the College of Thought. They are selected from the class of other philosophers, of which they are considered a specialist corps, to enforce the queen's justice. They tend to be more practical-minded than other philosophers and have a sensibility that is less speculative and more consistent with the thinking of the queen.

PANTHEIST

These priests believe that there is truth to be found everywhere and in almost all religions.

Caste: A pantheist may be a scholar, a guildsman, or an outcast

Requirements: None. Any priest character can be a pantheist.

Role: Somewhat akin to the cultists, these clerics enjoy studying ancient historical texts as well as engaging in contemporary discussions of philosophy. Pantheists feel that philosophers and cultists are rather unsubtle in their simplistic devotion to a single ideal or deity. Truth, like humanity, is not absolute, but rather a matter of degree. It is constantly changing and difficult to grasp. Thus, the pantheists seek to find the wisdom that can be discerned from any human experience. There are no formal pantheistic organizations or institutions among the Charonti, but simply the individual practices of free-thinking people.

Philosophers sometimes regard pantheists as amateurs who do not have the mental discipline of discernment. Cultists see them as noncommittal dabblers who try to find commonality in ideas and faiths where none exists.

While pantheists are frequently of neutral alignment, those who are good will often show a preference for ideas that reflect their alignment. Thus, a lawful good pantheist may be attracted to the ideas of the philosophers of that alignment as well as notions of various lawful good religions that have been recovered in the archives. The combined notions of law and goodness are the common truths that they will tend to see in all things.

Weapon Proficiencies: Pantheists may become proficient in the use of the dagger, sling, short bow, short sword, and quarterstaff.

Equipment: Pantheists rarely wear anything other than leather armor, but in the Outlands they may wear any armor.

Non-Weapon Proficiencies: Bonus: Reading/Writing, Religion. Recommended: Language, Ancient Charonti (1), Local History (1). Barred: Any in Warrior Group.

Special Benefits: Pantheists know a little bit of everything when it comes to religion and philosophy. They have a base score of 10% chance plus 5% per experience level (maximum 90%) to identify the general purpose and function of any clerical item or structure. The ancient Charonti are believed to have allowed small communities of primitive people to come and dwell amid the high civilization of Jakandor. Consequently, odd chapels and altars have been occasionally found amid the ruins. A pantheist may be able to identify the general nature of the faith represented by such a structure.

Special Hindrances: Pantheists are regarded with scorn by most other priests. The Charonti are great believers in the notion that each person is suited to master a particular discipline—and pantheists are seen as masters of nothing. However, they are often included on expeditions to recover

ancient records because of their helpful general knowledge.

Magical Abilities: Pantheists have minor access to all spell spheres. They may turn and control undead normally, and can use scrolls of cleric spells of any level.

Wealth Options: 3d6 x 10 gold pieces.

Group: Scholar pantheists are students of the College of Thought. They are provided space in the dormitories and permitted to study with the philosophers and cultists.

Guildsman pantheists normally practice some trade or craft during the day and devote themselves to their religious studies in their leisure time. They may spend evenings at the library or in the company of friends who share similar interests.

Among the outcasts, pantheists are far less common than in the Civil Centers because there is not much variety in the attitudes and behavior of those who live in the Outlands.

PHILOSOPHER

Philosophers are the spiritual leaders of the Charonti society. They are fully devoted to the ideal of justice and draw their power from this veneration.

Caste: All philosophers are scholars, and are the most respected of all members of their caste.

Requirements: Wisdom 15, good alignment.

Role: Philosophers dedicate themselves to the Charonti ideal of the just society. The queen believes that her people are moving in that direction, but that the solutions that are working today may not be appropriate once the nation has reclaimed Jakandor and is expanding once again across the seas to bring enlightenment to the world. Consequently, the philosophers of lawful, neutral, and chaotic inclination speculate and argue in order to prepare a vision that may be implemented as the empire grows.

Philosophers are the most influential members of the scholar caste. They are passionate lovers of wisdom and truth, and devote their time to discussing the moral complexities of the Charonti mission to rebuild the empire in a manner that will show the way to the heathens and the gods alike. Philosophers spend their lives affiliated with the School of Thought, serving as teachers at all levels of the educational system. A group of the most profound thinkers are selected to serve on the Court of the queen and to raise and educate the heir to the throne. When Jurists feel unable to find a just solution to a question or problem that a superior Jurist has been unable to answer, the question will often be raised before

the Court of Philosophers, which discusses the matter and makes a recommendation. The queen moderates and engages in these discussions and ultimately issues the final arbitration.

Each philosopher belongs to one of three groups having clearly divergent visions of where society should be headed, based upon the individual's ethical alignment.

The Lawful Vision: As our empire is restored, the Crown will hold sway over an ever increasing number of people. As our numbers swell, we will need to create systems and policies that will prevent the arbitrariness of individual decision-making so that all people will be treated equally by the Crown. Thus, an increasing amount of law will be necessary, for as our population grows, so too will grow the number of people who require shepherding and cannot be relied upon to act in the best interests of the society. The number of divergent visions and interests will increase. Upon this growing chaos, we must impose order and serenity.

The Neutral Vision: Our society is now as it should be. We are ruled by reason balanced with compassion. We cannot become rules-minded, nor can we subject our society to the indignities and foolishness of libertines and individual capriciousness. A practical balance of traditional order and flexibility is the only way for our society to remain the model for all sentient beings. Clearly, without order we will succumb to war and pettiness as did the magelords of years ago—but compassion, by its very nature, involves the ability to make exceptions to established rules.

The Chaotic Vision: The most just society is one with the greatest ability to respond to the momentary good, for life is nothing but an accumulation of these moments. True, we can use magic to help each person do what can best serve society; however, a truly just society will allow individuals to pursue their desires without being scolded by reason. We must recover our lost knowledge but remain modest in numbers, so that we can afford to do the right thing regardless of any arbitrary decisions that might have served better at some other time.

Weapon Proficiencies: Philosophers may become proficient with the club, the quarterstaff, and the short bow. In the Outlands they may use any other weapon, but normal penalties for non-proficiency apply.

Equipment: Philosophers may wear any armor, but prefer the lightest armor that is practical for a situation. They wear nothing heavier than leather while in the Civil Centers.

Non-Weapon Proficiencies: Bonus: Reading/Writing. Recommended: Agriculture (1), Ancient

History (1), Engineering (2), Etiquette (1), Language, Ancient Charonti (1), Local History (1), Religion (1), Spellcraft (1). *Barred:* All in Warrior group except Bowyer/Fletcher.

Special Benefits: Philosophers are naturally skeptical and often disdainful of clerical devotion to supernatural powers. They tend to think of those powers as a refuge for the morally weak, and regard the powers themselves as petty and venal. Philosophers gain their power not from a deity, but rather from devotion to their abstract ideal of a just society. As their own faith and devotion to the just society increases, they gain an increasing resistance to the spells of priests who associate themselves with supernatural powers, which includes all other Charonti priests except Jurists. This resistance is a percentage equal to the philosopher's level x 10, minus 5% per level of the other priest. For example, a 3rd-level philosopher has a 20% (30 minus 10) chance to resist a spell cast by a 2nd-level priest.

This resistance is an innate aspect of the philosopher's frame of mind and cannot be bypassed by an act of will. Thus, a philosopher may prove resistant to beneficial spells such as cure light wounds or heal. Beneficial spells that affect an area, such as prayer, may work on others within the area of effect while at the same time being re-

sisted by the philosopher. The philosopher's resistance is not effective when the character is not conscious.

Philosophers have a special ability to discern what is true and real, and as such gain a +4 bonus to their saving throws against illusions, in addition to any other bonuses that may apply.

Special Hindrances: The concept of gaining spellcasting power from an idea rather than from a supernatural force is a fairly recent innovation of the Charonti philosophers. For this reason, their acquisition of spellcasting power is rather slow (as described under "Magical Abilities" below).

Each philosopher must dedicate himself to either the lawful, neutral, or chaotic view of the Charonti ideal of the just society, and must exemplify his beliefs in his daily life. If a philosopher begins to behave contrary to his alignment or to his alignment's view of the just society, the character will lose spellcasting ability until an act of penance assigned by a higher-level philosopher of the same alignment is performed.

Magical Abilities: Philosophers begin at 1st level with minor access to the spheres of all and divination. With each level gained, a philosopher may acquire minor access to another sphere of his choice. Optionally, a philosopher may choose



to gain major access to a sphere to which he already has minor access.

Wealth Options: 2d6 x 10 gold pieces.

Group: The College of Thought is the school of Charonti philosophy. By definition, all philosophers—and only philosophers—are affiliated with this organization.

THANHOTEPIC

Thanhotepics are priests of the elder sleeping god of death and rebirth, Thanhotep, who was once the center of Charonti spiritual life.

Caste: A Thanhotepic may be a scholar (rarely), a guildsman, or an outcast.

Requirements: Since Thanhotep is a lawful neutral deity, most of his clerics are of that alignment as well, but a Thanhotepic character may also be lawful good, lawful evil, true neutral, or chaotic neutral.

Role: The priests of Thanhotep play a varied role in Charonti society. The Crown permits no temples of any faith to be erected within the settled quarters. The worship of Thanhotep has dwindled over thousands of years and now persists primarily in general secular customs of the people.

Thanhotepics who live in the Civil Centers hold small private ceremonies in the homes of friends but generally do not have large followings. Their observances are largely personal, but they are called upon by traditional-minded Charonti at times of births, marriages, and deaths. They are viewed by some with respect and scorned as delusional by others. There is no formal church structure, although informal relationships form that allow one priest to pass the tradition on to a younger priest.

Many Thanhotepics live in the Outlands. Some of these have excavated ancient temples and surrounded themselves with fanatical worshipers and undead minions. These priests believe that they are the only custodians of the true Thanhotepic faith and see all other priests (including Thanhotepics who live in the cities) as heretics. They believe that the Charonti of the cities have lost their way and must one day return to their ancestral god and creator.

Thanhotepics do not share a single set of beliefs concerning the power they all revere. Some believe that the elder god may have died, but has now been reborn and must be worshiped even though he does not yet recall who he is. Others believe the god has indeed fallen asleep and that it is their task to wake him. Still others insist that he is alive and well and waiting for his straying flock to return.

Weapon Proficiencies: A priest of Thanhotep may become proficient in the use of the short bow, quarterstaff, dagger, and khopesh.

Equipment: Thanhotepics may wear any armor but prefer ornamental padded leather.

Non-Weapon Proficiencies: Bonus: Singing. Recommended: Ancient History (1), Language, Ancient Charonti (1), any General except Mining and Riding, Airborne (1 slot each). Barred: None.

Special Benefits: A priest of Thanhotep is able to turn or control undead as if he were one level higher than he actually is.

A Thanhotepic has the ability to speak with dead once per day, with no chance that the magic will fail (since it is not a spell being cast, but a spell-like ability) and producing results as though the priest were two levels higher than he actually is.

Unlike other clerics, a Thanhotepic may use the spell *cure light wounds* to repair damaged corporeal undead as though they were living creatures. A *cure light wounds* scroll prepared by a Thanhotepic may be used by any cleric to heal undead.

Special Hindrances: Thanhotepics suffer under social stigmas that range from the admiration of the outcasts to the scorn of most members of the scholar caste. No more than a single Thanhotepic is ever permitted on an expedition of the Crown.

A Thanhotepic may not participate in any action that would harm the interests of advancing his faith and must strive, even if only by example (proselytizing is severely frowned upon by the Crown), to gently guide the Charonti people back to the righteous path of the Thanhotepic faith.

A Thanhotepic may not perform *raise dead* on any person whose Constitution would drop below 10 as a result of being raised; if the spell is attempted in such a case, it will simply fail.

Magical Abilities: Thanhotepics have major access to the spheres of necromantic, elemental, divination, and protection. They have minor access to all other spheres.

Wealth Options: 3d6 x 10 gold pieces. Thanhotepics in the city normally make a living performing some other function in a guild. A select few are permitted to study at the College of Thought.

Group: Thanhotepics who are permitted to study at the College of Thought are believed to be able to offer some insight into the thinking of the ancient Charonti, all of whom were devout practitioners of the Thanhotepic faith. Ancient Thanhotepic documents are kept in the Dodecon and studied by students of anthropology and history.

WARRIOR KIT

GUARDIAN

These warriors are trained in the military command of undead forces. A guardian's knowledge of the art of strategy and tactics is considered more important than the individual's skill in physical combat.

Caste: All guardians are scholars at the beginning of their careers. A few have retired from service to the Crown and work for guilds now. No guardians exist among the outcasts, who use priests to control undead.

Requirements: Strength 12, Constitution 12, no evil alignment.

Role: The guardians are commanders of the undead Charonath armies. They are exemplars of Charonti ideals and yet the objects of the contempt of many members of the scholar caste. They embody the notions of duty and service to the nation. It is the guardians, with their undead soldiers, who clear the unsettled quarters of the cities to make them safe for Charonti. It is they who understand how best to array their forces to protect an expedition traveling through the Outlands. It is they who must endure the violent and bloody campaigns against the Knorr.

Guardians are rigorously trained in the strategy and tactics of war and how to the command and deploy undead troops. They understand how to coordinate attacks as well as mount an effective defense. They are comfortable with using magic as a tool and evaluate it strictly in terms of its usefulness for their tasks.

Guardians are known for their fierce devotion to the queen. Some philosophers worry this commitment is more to the beloved ruler herself than to the ideal of the just society that she represents.

Weapon Proficiencies: A guardian may become proficient in the use of any weapon. Two of the character's initial proficiency slots must be dedicated to learning use of a pole arm and the short bow.

Equipment: They may use any weapons or armor.

Non-Weapon Proficiencies: Bonus: Endurance. Recommended: Local History (2), Reading/Writing (2), Spellcraft (2), any General except Mining and Riding, Airborne (1 slot each). Barred: Blind-fighting.

Special Benefits: Each guardian is assigned by the Crown to the command of two or more serathi per experience level. The guardian is responsible for the maintenance and repair of his troops, and

if one is destroyed it is not replaced unless the destruction was the result of necessary combat.

As do all characters, guardians use the magical artifacts *shards of control* (see Chapter Five and Six) to direct their Charonath. Most characters can only control one Charonath per level. Because of their training, however, guardians have no limit to the number of Charonath they may control. Any number of undead may be placed in the charge of a single guardian in an emergency situation.

Guardians can coordinate the attacks of undead in such a way that they are more effective in combat. A guardian has a radius of command that reaches 10 yards per experience level. Any undead controlled by a guardian and fighting within this radius gain +1 bonus to their attack rolls and Armor Class.

A guardian may orchestrate the attacks of serathi within his command radius, so that any round following one in which no zombie attacked, the serathi may use the guardian's initiative roll rather than acting last the next round.

Special Hindrances: Guardians are trained first in strategy and less in personal combat skills. As such, they may not specialize in the use of any weapon.

Guardians who join the guildsman caste lose command of the Crown's Charonath and must purchase their serathi in the marketplaces.

Magical Abilities: A guardian may use magical items normally available to warriors.

A guardian who has the *read magic* non-weapon proficiency may use scrolls of priest spells at 8th level and scrolls of wizard spells at 10th level, with a 25% chance of failure whenever this ability is employed.

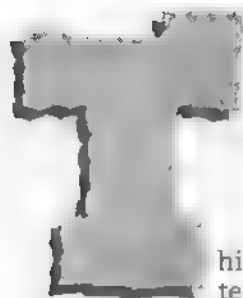
Wealth Options: 5d4 x 10 gold pieces.

Group: Guardians begin their officer training immediately after leaving the Children's School, when other students either return home or continue into Open School. The School of the Guardians provides training in philosophy, strategy, tactics, and operation logistics.

Guardians who leave the service of the queen are highly sought after by guild leaders for escorting expeditions into the Outlands.

Chapter Four:

PLAYING CHARONTI



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help players prepare their characters for their role in the Charonti reconstruction. It details the Charonti caste system and describes how citizens view themselves and one another in order to provide a basis for role-playing. It describes how Charonti adventuring parties are assembled, as well as the resources and responsibilities that go along with them, provides rules for mentors and character advancement, and reviews the Charonti justice system.

THE CHARONTI CASTE SYSTEM

This section provides mechanics for running characters from the different Charonti castes, plus descriptions of how the various character types in each caste view one another. This material is intended to provide a basis for role-playing, in conjunction with what was already said about each of the castes in Chapter Two.

The Charonti caste system allows each individual to pursue the calling in life to which he or she is best suited. Simultaneously, the society's hereditary tradition allows citizens to retain and extend the learning of their ancestors and thus contribute to the growing body of knowledge that serves as the foundation of Charonti culture. The caste system is designed to allow the wisest members of society to rule for the benefit of all. It frees the most intelligent to assist in the recovery of lost magic and dedicate themselves to new research. It enables those with talents for trades and crafts to dedicate themselves to their vocations without distraction.

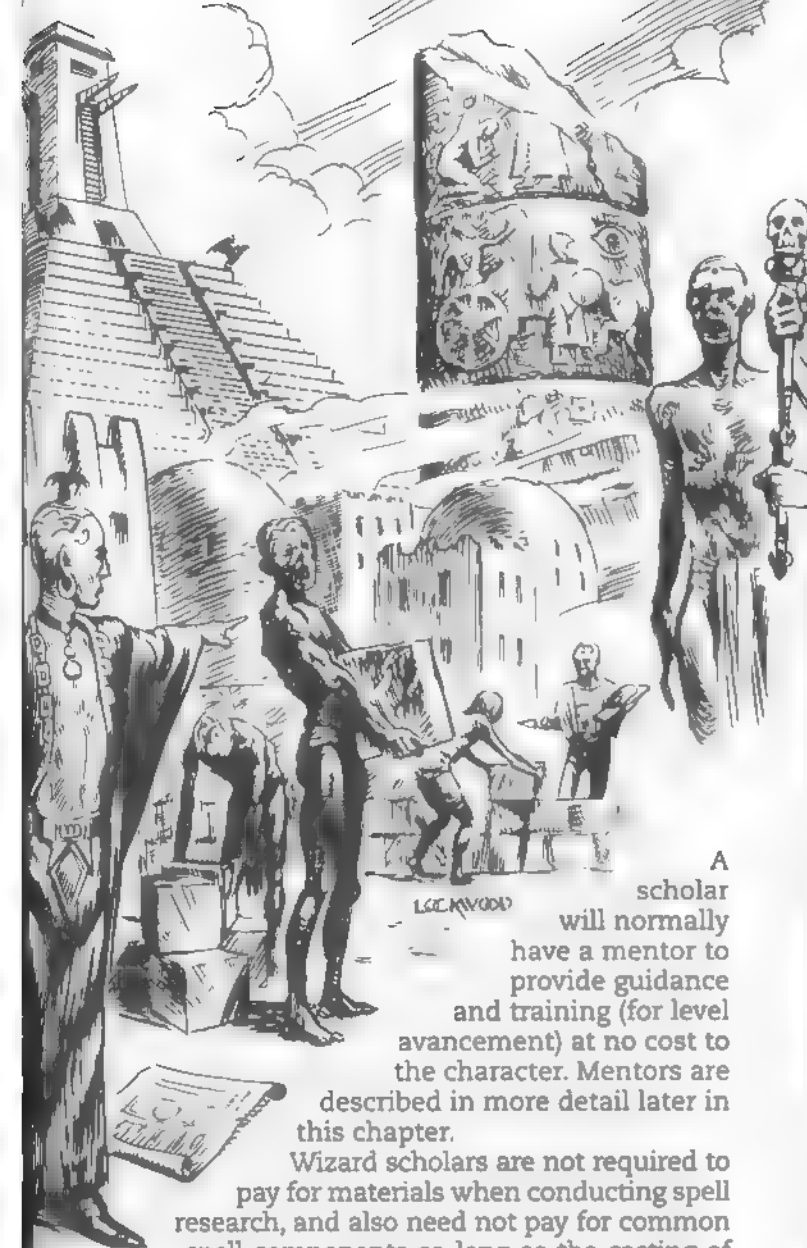
Each hero will be a member of a particular caste, and it is likely that an adventuring party will be made up of members of the same caste.

THE SCHOLAR CASTE

Scholars comprise the ruling class, but live spartanly in comparison to guildsmen and are not permitted to accumulate material wealth.

A scholar is provided with a small cell with a single bed and chest in the dormitory of his college or in the palace (if he works directly for the queen). Meals are served twice a day in a common dining room within the institution to which the character is tied. Characters who miss a meal must fend for themselves. Food cannot be taken from the dining room.





SOCIETAL RELATIONS

Charonti society is dominated by social castes and the distinct roles they fill. Though the Crown has declared all Guilds on equal standing with the scholars of the Colleges of Wizardry, in fact there exists a hierarchy of preferential treatment. Further, among the colleges of the Ad-dakainen there exists opposition that can affect how one wizard is treated by another. Character classes are also part of this social rating, though their relative importance varies based on the caste one belongs to. This ranking is listed in order of most important to least.

Caste Ranking in Order of Importance

- 1) **The Crown** (Wizard-Priest-Rogue-Warrior)
- 2) **Scholars** (Wizard-Priest-Rogue-Warrior)
- 3) **Guildsmen** (Rogue-Wizard-Warrior-Priest-Unskilled)
- 4) **Outcasts** (Wizard-Rogue-Warrior-Priest-Unskilled)
- 5) **Strangers** (Warrior-Priest-Wizard-Rogue-Unskilled)
- 6) **Knorr** (Warrior-Priest-Rogue-Unskilled-Wizard)

The Crown views all wizards as important and takes care not to give greater importance to any one college. Privately, the Crown favors the College of Enchantment highly and treats Dilettantes as the least important. The colleges, their related specialist wizards, and their oppositions are:

College of	Specialist Mage	Opposition
Abjuration	(Wardens)	Alteration
Alteration	(Porters)	Abjuration
Conjuration	(Shadow Mages)	Divination
Divination	(Finders)	Conjuration
Enchantment	(Artificers)	Invocation
Illusion	(Sandmen)	Necromancy
Invocation	(Galvanists)	Enchantment
Necromancy	(Renders)	Illusion

Finally, the Crown and society rank priest, rogue, and warrior roles in the following order:

Priests:	Rogues:	Warriors:
Jurist	Guildsman	Guardian
Philosopher	Scribe	Weaponmaster
Thanhotepic	Chirurgeon	Weaponsmith
Pantheist	Companion	Outcast
Cultist	Bandit	Barbarian

A scholar will normally have a mentor to provide guidance and training (for level advancement) at no cost to the character. Mentors are described in more detail later in this chapter.

Wizard scholars are not required to pay for materials when conducting spell research, and also need not pay for common spell components so long as the casting of the spell is approved by the character's mentor.

A scholar must donate any money he acquires to his college or to the Crown. He may purchase resources for the parent institution that he will personally use, if such action is approved by his mentor. For example, if a porter wants to buy materials to make a teleportation gate, the character's mentor must approve the purchase. The character may use the gate himself, depending on the approval of his mentor, although it is technically the property of the college.

A scholar may have only a limited number of personal effects—never more than what is required for basic personal hygiene (such as toiletries and several changes of clothing). Wizards, of course, are allowed to own spell books.

The player of a scholar hero may choose whether the character came from a scholar family or was born to a guildsman family and transferred to the scholar caste because of ability displayed as a child.

THE GUILDSMAN CASTE

While the scholar caste enjoys prestige and respect, not all Charonti find such a meager and esoteric life to be appealing. Many tradesmen come from families with long respected traditions in their craft. They take tremendous pride in their work and heritage, and would view the aspirations of a child to join the scholars to be selfish and disrespectful of the family legacy. On the other hand, having a child in a prestigious government position, or in the Addakainen, certainly reflects well upon the family. Members of the guildsman caste adhere to the axiom that people are happiest when they are doing what they do best, and they believe that most people are best suited to carry on the work of their parents.

If a character joins a guild, that organization will pay the expense of outfitting the character for expeditions in exchange for 90% of all items recovered that are not retained by the Crown. Bonuses and salary may be negotiated on top of this.

A guildsman may live in the compound of his lineage and need not worry about the expenses of room and board while living in Civil Centers.

Any member of a guild will normally have a master to provide training and guidance.

Wizard guildsmen are not required to pay for materials when conducting spell research, and also need not pay for common spell components so long as the spell to be researched or cast is meant to be used for the benefit of the guild.

A guildsman player character has access to one Charonath that belongs to his family. (The family may own more than one, but the character can only control one at a time.) If the Charonath is destroyed, it may only be replaced by buying a new one, having one created, or being given one as a gift.

Guildsmen may amass wealth freely, restricted only by the Charonti custom that no person should live better than the lineage from which he or she comes. To hoard one's money to oneself is seen as venal and undutiful. The percentage of a guildsman's earnings that should be contributed to the assets of the lineage depends upon the size of the family. To determine this, the player of a guildsman character (or the DM, for a non-player character) should roll 1d10 when the character is created. The result is the number of immediate family members including the character, and the amount of personal income the char-

acter may retain is equal to 1 divided by that number. A result of 1 means the character has no family and may retain all income. A result of 5 means that the family consists of 4 other members, and the guildsman may keep one-fifth of the income he or she earns. (Note that most families have more than one member who earns an income, so a guildsman character usually also receives a portion of other people's earnings as well.)

THE OUTCASTS

The humans who live in the Outlands are in general terms a caste unto themselves, although they perform no function in Charonti society and in fact are not regarded as Charonti by citizens of the queen. It is illegal for a citizen to conduct trade or exchange information with an outcast. But, some Charonti do take the chance if the prospect of gain is great enough—and on rare occasions the queen's enforcers have been known to look the other way when such an arrangement yields a benefit to the Crown.

Outcasts may not enter the settled quarters of the cities. Those of good or neutral alignment are welcome to join the civil community if they are willing to swear fealty to the queen (enforced by a *geas*) and are willing to be assigned a function within the society by a jurist.

Evil outcasts are not permitted to join the queen's people under any circumstances. Over the years, the population of the Outlands has become increasingly more evil as those of non-evil alignment have migrated to the safety and prosperity of the Civil Centers. In the Outlands at present, the only good-aligned communities of which the Crown is aware are religious enclaves of cultists or Thanhotepics; a few other non-evil eccentrics and individualists exist here and there, but they are difficult to find.

The culture of the Outlands is anarchic: The strong and stealthy have the best chance of surviving. To most outcasts, the world of the queen's city is a remote and distant realm of power and plenty, one unrelated to their own hard existence.

An outcast has no special resources. Each one makes a living in any way possible that is related to his profession. A dilettante might be the leader of a group of thieves or in the employ of a bandit lord. A surgeon can, in this land of mayhem and turmoil, almost always find someone willing to pay for his services. A Thanhotepic, a cultist, or a pantheist survives through the combination of his combat ability and spellcasting power.

ROLE-PLAYING THE CASTES

The kit descriptions in Chapter Three explain how the various types of Charonti characters view themselves. This section is intended to provide a guideline for how characters and NPCs within Charonti society might view one another. These are not strict rules, but rather information presented to convey the flavor of Charonti life.

SCHOLAR PRIESTS

Most Charonti priests are members of the scholar caste. These individuals are expected to embody stoic Charonti ideals as well as a commitment to wisdom above all things. Those with more worldly aspirations will bridle at the constraints of a scholar's life and usually leave the caste to pursue a life among the guildsmen.

View of other scholars: Scholar priests generally look upon other scholars somewhat critically. They think that all scholars, as the custodians of Charonti society, should be held to rigorous moral standards. They worry that the wizards are overly concerned with political machinations and too easily tempted by worldly ambition and do not devote themselves strongly enough to their laboratories and libraries. They see the scribes as dutiful and devoted to the public interest, but sometimes inappropriately enamored of prestige and career. They tend to romanticize the guardians as ideal Charonti who dutifully serve the public interest without apparent complaint or unseemly ambition.

View of guildsmen: The attitude of scholar priests toward the guildsman caste is benign good will. They think it is proper and just that each person is diligently pursuing the task to which he is best suited. They believe that not every person is necessarily motivated by the loftiest ideals, and that material comfort is a less ignoble goal than the desire for worldly power that sometimes infects members of the scholar caste.

View of outcasts: Scholar priests make various judgments about outcasts, depending on the priest's profession and concerns. Philosophers consider outcasts to be unfortunate souls who will one day have the good fortune of living under the queen's protection. Jurists concern themselves with outcasts not at all, since they are not citizens. The attitude of other priests ranges from thinking of outcasts as potential followers (if they can be induced to come into the Civil Centers) to considering them a subhuman form of life that has no hope of salvation.

SCHOLAR WIZARDS

These characters are expected to dedicate themselves to recovering the lost magic and technology of the ancient Charonti and to devote themselves to new magical research. While the scholar wizards maintain an outward display of material modesty and live in spartan quarters like the other scholars, the Colleges of Wizardry are well funded and replete with the comforts of the magical arts. The resources required for study and research are available to those who have proven themselves.

The most intelligent wizards are appointed to the queen's council. Since their founding by the magelords of old, the colleges have remained tightly knit and often secretive organizations with their own intricate political agendas. Wizards, rightly or wrongly, often see themselves as the force that drives Charonti society.

View of other scholars: Scholar wizards often see members of other schools as rivals and are wary of their hidden agendas. They respect priests but defer to them only as duty requires, tending to see them as having their heads in the clouds. They view the scribes as minor functionaries who have the ability to make life either much easier or incredibly frustrating for them. They tend to look at guardians with either pity or the contempt reserved for illiterates engaged in manual labor.

View of guildsmen: Wizards of the scholar caste tend to be rather indifferent to the Charonti guildsmen. They may have little day-to-day interaction with guildsmen, and as such tend to think of "the people" in a benign, abstract sort of way. Scholar wizards who come from guild families may feel either pride or contempt for the guildsman caste, often depending upon the support or encouragement they received from their families.

View of outcasts: Scholar wizards tend not to think of outcasts at all, except for the would-be magelords, whom they see as looters of valuable magic from the ruins.

SCHOLAR ROGUES

The only scholar rogues are the scribes. Most guildsmen's only direct experiences with the government will be through the Jurists and the scribes. Thus, the scribes feel they are truly the representation of the queen in the lives of the Charonti people. They are pragmatists who translate the queen's will into action that defines the nature of daily life in the Charonti nation.

View of other scholars: Scribes profoundly respect philosophers, because they see themselves as the vehicles through which the philosophers' vision of the just society is implemented. They

consider wizards to be somewhat self-important technicians who little understand the practical implications of what they do and suffer from the common vanity of the intelligent, thinking that they know how others should go about their work. Scribes are respectful, if somewhat leery, of guardians, whom they see as rough but dedicated professionals who attend to the dangerous and distasteful tasks of nation building.

View of guildsmen: Ideally, scribes view themselves as servants of the Charonti people and behave accordingly. Naturally, there is a tendency in many to see the guildsmen as somewhat common. Some scribes succumb to a feeling of pride regarding their own devotion to the state, and view the guildsmen as greedy or stupid.

View of outcasts: Scribes see outcasts as uncivilized unfortunates who are a potential danger to the enterprises of the Crown.

SCHOLAR WARRIORS

The guardians are the protectors of Charonti society. They must be physically strong, courageous, and trained in war. However, their aggression must only be directed toward the enemies of the Charonti. They must know when to attack and when to avoid conflict. For this reason, they must be trained to discriminate, and to discern truth in ambiguous circumstances so that they may use their force judiciously. They must, like philosophers, love wisdom and truth. They must have the wisdom to use force appropriately. It is upon them that the most grave and unpleasant of tasks will fall; the task of taking lives so that the nation may live.

View of other scholars: The guardians are passionately devoted to the queen. They believe that the queen embodies the ideals of the just society and that her detractors, or even those who mildly disagree with her, are just a nuisance. They respect philosophers, but think that undisciplined speculation can lead a person away from common sense. They see the wizards as grasping and a potential threat to the future of the Charonti nation. They trust in the wisdom of the queen, however, to keep the wizards in check. They never forget that the Colleges of Wizardry were founded by wizards who once sought to rule Jakandor themselves. They view scribes as annoyingly fastidious and slow to respond in a crisis, but necessary and dutiful to the Crown.

View of guildsmen: The guardians believe that the queen loves the guildsmen and that protecting these people is one of the most important jobs a guardian can have. They tend to respect the guildsmen more than other scholars do because of the guildsmen's honest devotion to their work. At a certain level the guardians see themselves

also as simple tradesmen—albeit simple tradesmen with a grave responsibility.

View of outcasts: Guardians look upon outcasts as the lost and the mad who must, when necessary, be put down for the safety of the Charonti nation.

GUILD PRIESTS

Cultists, pantheists, and Thanhotepics are the types of priests found among the guildsmen. They may be continuing a religious tradition of their family, or may have simply found the scholarly climate of the Addakainen inhospitable to their beliefs. Note that some guild clerics may have never attended the Addakainen. Religious families occasionally maintain a tradition that at least one member of every generation should enter the priesthood. Guild priests spend their days practicing a craft or trade, keeping their religious devotions as a part of their private life.

View of other guildsmen: Guild priests see other guildsmen generally as they see themselves—dutiful Charonti who are doing their best to perform a task for which they are suited. They may encourage other people to adopt the values of their faith, but tend to do so through example rather than proselytizing.

View of scholars: Guild priests have varying views of the scholar caste, depending upon their personal experiences. Some characters are envious of those who have the opportunity to fully dedicate themselves to meditation and reflection; others are scornful of the scholars, whom they see as power-seeking political hacks.

GUILD WIZARDS

Practitioners of wizardly magic can always find work among the guilds. Some guilds even provide apprenticeships to teach practical spellcasting to young apprentices and to avoid losing a profitable source of revenue to the Addakainen. However, a Jurist will occasionally instruct a wizard to leave a guild and serve the Crown. Most guild wizards were either apprenticed to a spell-caster within their family or a guild, or left the Addakainen in search of a more profitable lifestyle. A few joined the guildsman caste in the belief that they better serve the community with the more practical applications of magic that are pursued within the guilds, as opposed to the backward-looking and esoteric work of the spell schools.

Most guild wizards are artificers who supervise the manufacture of common magic items that are then put up for sale. However, all wizards can find ready work providing competitive advantages to a business enterprise. Wizards only rarely are in charge of guilds, however, since they are more disposed to focus on the items of manufac-

ture, rather than on their distribution and sale.

Most guild wizards do not create new magical items, but simply repeat the basic spells that have been the foundation of their guild's livelihood for generations. They do not often change their affiliation from one guild to another, because such behavior is seen as disloyal to one's relatives or patrons. On the other hand, among guildsmen of all types, gold sometimes pulls strong enough to break family ties.

View of other guildsmen: Guild wizards often engage in friendly or fierce rivalries with the wizards of other guilds, whom they respect because of their professional kinship. They see themselves collectively as the true force behind the prosperity and growth of Charonti society, since the daily comforts and accoutrements of life are all product of the guild wizards' handiwork. They consider other guildsmen as the outlet for their wares—the "mass market" whose tastes and preferences can make or break a wizard's career.

View of scholars: Many guild wizards harbor resentment toward the wizards of the colleges for various reasons. Some feel that the scholars are undeserving of their prestige because their work is impractical and does little to improve the real lives of the Charonti people. Some feel inadequate since it is generally assumed by the populace, rightly or wrongly, that the wizards of the spell schools are the nation's most accomplished and most learned. Some (generally the more successful ones) are disdainful, dismissing the scholar mages as academics who keep their noses buried in ancient spell texts rather than engaging in creative work or practical innovations.

As for the rest of the members of the scholar caste, guild wizards are likely to have interaction with only jurists and scribes. They generally have profound respect for jurists, whose rulings can be critical to their livelihoods, and each wizard reacts to scribes individually based upon his personal experience with the bureaucracy.

GUILD ROGUES

Nearly all Charonti are guildsmen, and nearly all guildsmen are rogues. They are tradesmen, merchants, and craftsmen who work in family shops or guild halls continuing the livelihood of their lineage. The most influential citizens, guildmasters, and merchants are all rogues. Likewise, the poorest farmers are also guild rogues. Most guild rogues have spent a few years in their youth at the Addakainen in order to learn to read magic and write, as well as to perform basic calculations that could later be applied to bookkeeping. The guilds also provide education for young apprentices, but train them strictly to perform tasks required in the guild.

View of other guildsmen: Guild rogues tend to see guild wizards as crafty mechanics and inventors who can help improve processes and products made by the guild. They believe that they are, however, a little lacking in common sense, and need the assistance of rogues to direct their energy and keep them in touch with the man on the street.

Since guild clerics almost always work at some trade or craft within the guild and keep their faith a part of their private life, guild rogues may have great respect for them or may view them as eccentrics, depending upon the individual. As a rule, the common Charonti are either dismissive of devotion to supernatural powers, or vaguely superstitious and fearful of such beliefs.

Guild rogues see other guild rogues (who are not direct competitors) as they see themselves: fine and dutiful Charonti.

View of scholars: Of the various opinions guild rogues hold of the scholar caste, the most common is simple trust and respect. Some guild rogues are in awe of the scholars, while a very few hold them in contempt. The queen is enormously popular with the people, and the rogues cannot help but feel that they live in the most wisely ruled nation in the history of the world. They plainly feel her adoration of them, and return it in full. Some guildsmen may distrust the Colleges of Wizardry, feeling that they distract the queen with their petty bickering, but for the most part such distrust is tempered with fear and respect.

GUILD WARRIORS

For practical purposes, there are no guild warriors. However, in rare circumstances a guardian may leave the service of the Crown to return to civilian life. This normally only occurs in an emergency, such as when a parent becomes extremely ill and requires assistance. When a guardian leaves the service, he generally does so only temporarily, but if the leave is permanent, the guardian loses his civil authority. A guardian could earn a living in a guild by instructing undead laborers and accompanying guild ventures into the Outlands.

View of other guildsmen: Guardians never lose the values that are instilled from the beginning of their education. They remain fiercely devoted to defending the miracle of Charonti society. They continue to see themselves as servants of the just nation. They view other guildsmen as good people who have been entrusted to their care.

View of scholars: Guild warriors look upon scholars with dutiful respect. They do, however, retain their suspicion of those who seek power and influence or do not display adequate deference to the will of the queen.

HOW GUILDSMEN VIEW OUTCASTS

Since they spend their entire lives within the security and safety of the Civil Centers, most guildsmen tend not to think of the outcasts at all. Some ambitious and unscrupulous guildsmen see them as a potential opportunity for trade or for hiring as mercenaries to collect raw materials for the guild.

OUTCAST PRIESTS

Almost all outcast priests are cultists or Thanhotepics, with a small number of pantheists also living in the Outlands. Some such characters may serve as the religious leaders of small communities, and may even develop a network of followers that extends to a number of small settlements. Other priests, particularly pantheists, may dwell in isolation. Some outcast priests will ally with other priests or make enemies of those they consider heretics. Occasionally the queen will send a mission into the wilderness to disperse a Thanhotepic or cultist community that may be endangering the safety of the Charonti nation by wantonly attracting the attention of supernatural powers.

View of the civil Charonti: Outcast Thanhotepics generally see the citizens of the queen as misguided souls who in their pride and folly have rejected their creator. Their feelings for the civil Charonti may vary between pity and contempt. Some consider the queen a force of evil who must be destroyed, while others see her as the head of a nation of lost sheep that will one day be brought back into the fold, when Thanhotep wills it.

Outcast cultists and pantheists have, in effect, as many different view of the civil Charonti as there are characters of those types. Each individual's outlook depends upon his personal beliefs and experiences.

View of other outcasts: The priests of the Outlands consider other outcasts to be either potential converts or potential threats. Even though not every faith, including Thanhotepism, has a missionary nature, most outcast priests practice their professions in the hope that others will be drawn to them by the wisdom of their beliefs.

OUTCAST WIZARDS

Most wizards of the Outlands have grown up under the apprenticeship of another outcast spell-caster. A few brilliant individuals have pursued magical study independently by simply scouring the ruins. This haphazard approach, however, usually results only in a superficial level

of mastery in the arcane arts. Then again, one never knows what might be found in the ruins; many outcast wizards make repeated forays into elder sites, hoping against hope that they will discover a lost form of magic that will enable them to rise to a position of power over all others.

No matter how they learned their craft, all outcast wizards are dilettantes and can never become specialists unless they leave the Outlands and swear allegiance to the queen (in which case they cease to be outcasts).

View of the civil Charonti: Almost all the wizards of the Outlands belong to one of two general types. The majority are would-be magelords who aspire to rule their own petty kingdoms. These characters view the Crown as a potential threat that must be fortified against until an inevitable conflict comes. Those with particularly grand ideas may actually attempt to engage the forces of the queen themselves.

The second most common type of wizard in the Outlands is the village mage who was raised among Outlanders, and perhaps for religious or personal reasons considers the Outlands home. These characters tend to regard the scholars of the Crown as remote powers who need only be considered if they happen to show up.

View of other outcasts: The petty magelords look upon other outcasts either as potential allies or potential subjects. Less ambitious wizards react cautiously toward any other outcasts, realizing that even their friends could turn on them at any time. In the Outlands it is best to be conservative and careful.

OUTCAST ROGUES

These characters are the unlucky and the eccentric individualists who for one reason or another have not gravitated to the queen's realm. A rogue's motive for remaining in the Outlands may spring from the opportunities for personal wealth and power available to a bandit leader, or may simply be grounded in an attachment to friends and family. Some outcast rogues are simply evil and have no hope of gaining citizenship.

Most Outlanders are rogues, for the simple reason that stealth and resourcefulness are necessary to survive the hazards of those regions. Rogues may form into raiding bands, or simply band together to create a farming village. A few rogue communities exist that blame magic use for the collapse of the once great Charonti empire. They avoid all magic and consider any spell-caster a plague-bearer.

View of the civil Charonti: Outcast rogues see the queen's domain as either a place of respite where they hope one day to live, or as the home of the one consistent armed force that can present

an obstacle to a would-be bandit leader. Thus, only the foolish or the arrogant dare to prey upon adventuring parties of the queen. It is not unknown for avaricious merchants from the cities to trade illegally with outcast villages while ostensibly conducting investigations of ruins. These merchants can prove to be either excellent trading partners with access to the luxuries of the cities, or easy prey for banditry, since the merchants cannot complain to the Crown if they have been attacked while consorting with outlaws instead of exploring the ruins.

View of other outcasts: As varied as the rogues themselves. Other Outlanders make up the friends, neighbors, predators, and prey of the outcast rogues.

OUTCAST WARRIORS

There are no warrior outcasts. No guardian has ever left the nation, and no outcast has ever managed to cultivate a great enough skill with weapons to begin a warrior tradition in the Outlands.

THE STATUS OF THE UNDEAD

There are far more undead than living Charonti in the Civil Centers. The Charonath are viewed as a natural part of the cycle of life. People regard them as they would beasts of burden or useful machines. They may be entirely indifferent to them, or may develop a vague sense of affection for one or more individuals.

In the Outlands, where Thanhotepic traditions are stronger, the undead are regarded with slightly more reverence. They are, after all, one's ancestors. However, it is also in the Outlands where free-willed undead occasionally emerge from a long-forgotten temple and wreak havoc on the surrounding population. For this reason Outlanders tend to regard unfamiliar undead with some apprehension. These feelings do not extend to undead that accompany Crown expeditions and adventuring parties, for it is assumed they will be kept under control.





CHARONTI IDEAL OF DUTY AND JUSTICE

The Charonti people are the survivors of a great civilization that was very nearly erased from history. They have, after thousands of years, finally begun the slow climb back to their former greatness. Every dutiful Charonti citizen is personally engaged in helping to carry forward the torch of civilization. They are the light-bringers returning to a world of darkness.

The Charonti embrace a traditional notion of duty, placing the needs of the community and the nation before one's personal desires. Society takes a dim view of individualists who cannot temper their desires with reason, for it is clear that only reason will allow justice to prevail and only justice will carry the Charonti once again to a position of preeminence in the world. The Charonti ideal of duty is embodied in a complex system of etiquette that guides people through daily life.

SOCIAL STANDING AND ETIQUETTE

The Charonti caste system does not describe a hierarchy of privilege, but it does establish a ranking of prestige. Each profession in Charonti society is listed below in order of social standing, from the most prestigious to the least.

1. Philosopher
2. Jurist
3. Any Scholar Wizard
4. Scribe
5. Guardian
6. Any Guild Wizard
7. Guildsman
8. Cultist/Pantheist/Thanhotepic
9. Surgeon
10. Companion
11. Former outcast

Charonti of extraordinary character and ability may gain more respect than most other people of their profession; however, the formal order is still used to determine and govern the standards of dutiful behavior.

All outcasts have no social standing. "Former outcast" on the list above refers to someone who comes in from the Outlands to join the service of the Crown. Such a character will only gain the prestige afforded to other members of his profession after 1d4 months, during which time the newcomer is expected to defer to all other civil Charonti while he learns the codes of proper conduct.

The following rules of etiquette are observed in daily life:

Characters of the same profession are deferred to in order of descending age.

It is impolite to interrupt the thoughts or the conversation of a person of higher social standing. When seeking the attention of a social superior, one should never speak outright, but rather present oneself silently before the individual and wait until recognized. In an emergency it may be necessary to overlook this nicety.

It is considered impudent to give orders to a social superior. It is, however, appropriate to make a request in the form of a respectful question. Thus, rather than saying, "Open the door," one might say instead, "Would it please you to open the door?"

It behooves people to respect and protect the tranquility of social superiors. One should not allow a superior to be needlessly distracted by a person inferior to oneself.

CHARONTI PARTY CONSTRUCTION

The Charonti have gained considerable expertise in organizing missions to explore beyond the walls of the Civil Centers. The text below describes the types of Crown expeditions and how they are mustered as well as the various positions within a Crown party. Following this, the rules of engagement that prescribe behavior on a mission and the resources available to a party are given, and the differences between Crown expeditions and private expeditions sponsored by the colleges and the guilds are reviewed.

CROWN EXPEDITIONS

The Crown sponsors two types of missions: expeditions of exploration and recovery, and expeditions of security.

An expedition of exploration and recovery usually involves a journey into the ruins, either a site that has been previously explored or one that has been newly discovered. The goal may be general information-gathering and recovery of whatever useful items are found, or the explorers may be charged with locating and recovering a specific item that has been described in one of the elder texts. Such an expedition may also be launched to investigate an unusual occurrence that have been reported from the Outlands.

An expedition of security is intended either to make an area safe for settlement or to remove a specific threat to Charonti welfare. These missions tend to be more military in nature and can include the clearing of unsettled quarters for settlement by civil Charonti; elimination of dangerous outcast enclaves; expeditions against the Knorr; and the securing of permanent encampments within the ruins or mines.

For either type of expedition, a party is assembled at the direction of the Crown; a high-ranking scribe selects members from the various colleges and departments of the government. The mentors of the party members form a supervisory committee that instructs the party before its departure and debriefs the group upon its return. Crown expeditions are always commissioned with a specific objective in mind, whether it is the recovery of a fabled scroll from deep within a lost city, or simply collecting samples of vegetation along the northern coast. A deadline for completion of the mission is normally set before departure. A Crown party is given or sometimes allowed to choose a name by which it will be referred to in official records.

POSITIONS IN A CROWN EXPEDITION

Every Crown expedition requires the presence of certain functionaries who are expected to perform particular tasks.

The first three positions described in the following text are mandatory; every Crown expedition must contain a single leader, at least one scout, and at least one recorder, all of whom must be different individuals. (If player characters do not fill all the mandatory positions, one or more NPCs must be assigned to flesh out the party.) The remaining positions are not mandatory, but some of them are often necessary depending on the size, makeup, and goal of the expedition.

Leader: This individual is often, but not always, the most experienced adventurer in the group. The leader may be a researcher whose work the mission is intended to advance, the person in the group with the most wisdom, or the one who is most skilled at getting people to work together. Once the scribe has selected the party members, designation of the party leader is normally the function of a consulting philosopher or Jurist who understands the goals and objectives of the mission as well the character and experience of the participants. Other party members must pledge to obey the leader, and of course it is understood that the leader will make no decisions that are not in the best interest of the group as a whole.

Scout: Finders are often designated to be scouts, since much of their magic is suited for performing reconnaissance functions. Occasionally, former outcast bandits are used as scouts to guide a party through sections of the Outlands. Guardians are occasionally used in this capacity.

Recorder: The Charonti are studious about keeping records of their accomplishments and progress. Even small clandestine expeditions are not undertaken without some assurance that the activity will be documented. Sandmen are often designated as recorders, and occasionally scribes perform this function.

Quartermaster: A scribe, or sometimes a guardian, is usually assigned to a party to arrange for provisions, work out the logistics of launching the expedition, and keep track of resources while the party is in the wilderness. Generally, only very small expeditions (four characters or less) can get along without a quartermaster.

Escort: One or more wardens are normally assigned to a party when an object or individual of extreme value is to be transported, or if the goal of the expedition is to recover a rare or valuable item. Guardians occasionally serve in this capacity, and in some circumstances a porter will be

EXPERIENCE BONUSES & RESTRICTIONS

- **+10% XP**
If character possesses a score of 16 or higher in at least one prime requisite. A prime requisite is any ability cited under "Requirements" of a character kit description, or the prime requisite of the basic character class for that kit (warrior = Strength, rogue = Dexterity, priest = Wisdom, and wizard = Intelligence).
- **200 XP/level**
Experience is awarded per spell level for any ancient spell discovered for the first time that is found in the ruins, or 100 XP per spell level if the spell is one that is already known to the Charonti. The experience is only gained when an individual turns over the spell to a jurist at the gate of a civil center.
- **+10% XP**
Experience is awarded if an encounter in which violence is begun by the other party is resolved peacefully.
- **+20% XP**
Experience is awarded for the capture of any rare or very rare creature (as opposed to common or uncommon creatures listed on the DM's encounter charts) or non-Charonti sentient life form that is returned to the civil center for study in the menagerie of the Dodecon.
- **1,000 XP/level**
Experience is awarded per spell level for a wizard who successfully researches a new spell and registers it in the Dodecon.
- **-100 XP**
Experience is lost for any conscious breach of etiquette.
- **No XP**
No experience is awarded for killing another Charonti citizen. (Note that outcasts are not citizens.)
- **Loss of XP**
Each party member loses XP equal to the gold piece value of any non-perishable items provided to an expedition and lost during an adventure. This includes Charonath, sedan chairs, wagons, weapons, magical items, and so forth. Use of perishable items such as food, water, spell scrolls, and charges in a wand (but not the wand itself) do not penalize the characters.

used as an escort because of the character's ability to quickly escape danger.

Charonath Handler: Renders and priests may be assigned to an expedition to cope with undead—not the ones that might accompany a party, but rather those that may require subdual in the field. Handlers are usually part of any expedition that plans to descend into ruins that could include a Thanhotepic temple, where free-willed undead tend to roam.

Porter: This team member (almost always a porter, for obvious reasons) is responsible for establishing a home gate (see the new magic items at the end of Chapter Six) away from the exploration site if necessary.

Curator: This person is responsible for physically extruding objects from a site as well as selecting the items for recovery. Artificers are normally selected for this job because of their familiarity with enchanted objects. Finders are also occasionally assigned to this role because of their ability to locate objects. If no escort is present, the curator is usually also responsible for protecting the recovered inventory.

Guardian: One or more guardians will often accompany an expedition to provide it with a cadre of Charonath that can perform any necessary manual labor as well as offer physical protection to the party. A guardian may also serve as quartermaster if a scribe is not in attendance.

Consulting Scholars: Scholars with various forms of expertise will often join parties on missions that may benefit from their expertise, or when they have a professional interest in the possible findings of the party.

RESOURCES AND SERVICES

The Crown will pay to outfit an expedition with modest provisions and will provide information related to the mission, such as records of previous expeditions and maps, whether ancient or recent.

Undead: Charonath are used as porters and guards on most missions for the Crown. Under the supervision of a guardian, the undead will set up and break campsites, carry party members in sedan chairs, and/or pull wagons of provisions.

The number of undead sent with an expedition depends primarily on the nature of the mission and the experience level(s) of the accompanying guardian(s). A normal expedition includes one undead guard per party member, plus one additional per experience level of the most experienced party member. More or less may be assigned.

While Charonath are intended to carry the responsibility for any combat that may be necessary, players are warned against having their characters regarding them as cannon fodder. The

careless and unnecessary destruction of Charonath is considered treasonous, and perpetrators are severely punished.

Transportation: Various conveniences of this sort may be made available to an expedition, depending on the urgency of completing the mission as well as the needs of other projects at the time.

Carts and wagons will always be provided to transport the party's supplies. If the mission involves travel over rough terrain or through inclement weather, larger wagons can be obtained that will hold the party members as well as their possessions. Extra Charonath (ones not already designated for guard duty) are harnessed to these conveyances and can pull them at the speed of force marching without being subject to any normal penalties.

Sedan chairs, and additional Charonath to carry them, are available upon request to wizards and priests of 3rd level and higher. These chairs are not just luxuries, but are intended to allow spell-casters to rest while traveling. A standard sedan requires two Charonath to bear it; larger chairs available to spell-casters of 5th level and higher require four bearers.

In rare circumstances, a levitating barge will be provided for travel over water or a long journey over smooth terrain. These devices can cover as much as 100 miles a day under ideal conditions.

Healing: Any characters who are injured or killed while on an expedition in the service of the queen will be healed or raised by philosophers at no expense upon the party's return to the Civil Centers. (This assumes, of course, that the body of a character who has died is brought back.)

THE RULES OF ENGAGEMENT

Since the beginning of time, the Charonti have sought to understand the world around them. In the days of the elder civilization, they encountered hundreds of primitive peoples and led them from darkness. During this period the Charonti developed a tradition of proper conduct relating to first contact with primitives. This, in addition to their traditions of etiquette that prescribe proper conduct between citizens themselves, combine to create the Charonti rules of engagement.

Formal guidelines have been established (and are periodically reviewed) by the Court, the council, the Vizier, and the High Guardian to define a code of conduct for members of Crown expeditions. These rules are generally followed even by members of independent expeditions sponsored by the colleges. The punishment for breaking any of these rules varies and is decided on a case-by-case basis

RULES OF ENGAGEMENT

It is treasonous for a citizen to abandon another in the Outlands.

This is the most serious of all the rules of engagement. The Crown frowns upon divisions within groups that result in parties splitting up. Charonti are expected to put their duty to their nation before their personal differences, at least until they have returned home.

The leader carries the queen's justice.

Failure to abide by an expedition leader's decision is a crime against the security of the nation as well as the queen's justice.

The expedition must attempt to establish peaceful contact with any sentient life forms encountered, unless such effort would clearly jeopardize the welfare of the mission or the party.

The Charonti have an ancient tradition as explorers. This rule was created to serve as a guideline for when the Charonti expand beyond Jakandor. After several early attempts failed, it has become generally accepted that trying to establish peaceful contact with the Knorr is too dangerous—but there may still be explorers willing to try.

The knowledge gained and experiences endured by the party are to be recorded and returned to the Dodecon.

The Charonti are passionately dedicated to expanding their growing knowledge of the world and their own past. For this reason, official records of every Crown journey are made.

Items of interest or historical value must be collected when possible, protected when appropriate, and dismantled or destroyed only when necessary.

Ancient magic and technology should always be returned to the Dodecon, when this can be done safely. In some cases, powerful magic or technology may be immobile. In these situations a security party should be called in to cordon off the area and set up gates so that an investigation may be undertaken. Recovered items are to be submitted to the Jurists at the returning gate for assignment.

The process of declaring treasure upon the return of an expedition is described at the end of this section.

Those infected with plague are not to communicate by magical means with the city and must not return while potentially infectious.

Standard procedures for dealing with infectious people are described in detail in the section on the Wasting Plague in Chapter Five.

COLLEGE EXPEDITIONS

Sometimes an individual scholar or a group of scholars in a college will assemble an expedition either funded by the college or through private sources. Such a mission is usually undertaken to advance a specific research project of the college or of an individual, or to promote the agenda of the sponsoring group.

These expeditions normally follow the formal rules of a Crown mission but are not as rigorously structured. The party is likely to be led by the most experienced scholar or the sponsor of the expedition, which often turns out to be the same person. This is particularly true in an expedition sponsored by a specific college, where the highest-ranking scholar will simply assume command responsibility.

Resources of these expeditions consist of whatever the college or the sponsors can muster. Party leaders are always debriefed by Jurists upon their return, to ascertain whether information or objects of value to the Crown have been uncovered.

GUILD EXPEDITIONS

Whether it is to collect raw materials, discover lost magic, or trade illicitly with the outcasts, some guildsmen conduct expeditions to the Outlands. The Outland gates at the borders of the settled areas are staffed with scribes and Jurists who manage the flow of traffic to and from the Outlands. All cargo carried by guildsmen must be declared before leaving and upon returning to the city. Some guilds maintain small operations in the Outlands to collect raw materials and use these camps as a cover for their nefarious trading activity.

The structure of a guild party is determined by the guild master, taking into account the purpose of the mission. Many guild expeditions consist of little more than trains of carts and wagons used to carry supplies to or from some remote depot. The guildsmen are bound by the rules of engagement regarding treasonous behavior. For example, they may not abandon party members in the Outlands, unless they are leaving them to work at the distant site.

DECLARING TREASURE

Any magical items, treasure, spells, or objects of antiquity recovered by a party traveling in the Outlands must be declared at the gate upon the group's return to the Civil Center. The objects will be confiscated and examined by Jurists and (if necessary) identified at the Crown's expense.

If an item is ordinary, such as an ancient plate of warming or a decorative brooch, it will be returned to the possession of the citizen who recovered it. A scholar must donate such an item to his sponsoring institution, while a guildsman is permitted to keep it.

A rare but previously discovered object is given back to a guildsman as well, but in such a case the registry will record the character as the custodian of the object on behalf of the Crown. The powers of the object (if it is magical) may not be used without the prior consent of a jurist, and ownership of the object may not be transferred without permission of the Crown. If a scholar brings back a rare item, it will be claimed by the Crown or made part of the inventory of a college as appropriate.

A new magical item or spell that has never been seen before will be claimed by the Crown and placed in the Dodecon, where scholars can investigate its function and operation. Such items are occasionally made available to Crown expeditions in cases where genuine need can be demonstrated.

If the new object was brought back by a guildsman, the Dodecon will maintain a record of the "donor." If the magical powers of the new object prove to be reproducible and specifically beneficial to the character's guild, a copy of the item or spell will be made available to that organization.

Gold and wealth are handled differently. Guild expeditions are permitted to keep any wealth recovered and divide it among members in any manner they see fit, although it must be declared for purposes of the Crown's tax records. A college that sponsors an expedition is permitted to retain all monetary wealth that is recovered. A Crown expedition must donate half of all wealth to the Crown and divide the remainder proportionately among the institutions represented in the party. Wizards are considered to be sponsored by their colleges. Priests are considered to be sponsored by the College of Thought. Scribes and guardians are sponsored by the Crown, and their shares are sent to the royal treasury in addition to the initial half of the wealth.

Scholars may spend acquired wealth on necessities while adventuring, and are not expected to account for such expenditures when they return.

MENTORS AND CHARACTER ADVANCEMENT

Even stronger than ties of blood among the Charonti is the relationship between a student and a teacher. As a group, citizens look upon their ancestors as teachers from whose fortune and folly they must learn if they are to restore Charonti culture. This veneration of teachers extends into present-day society.

To advance in experience levels as quickly and efficiently as possible, every character must receive training from a higher-level character of the same profession (character kit). The specific process for training and advancement varies from caste to caste.

ADVANCEMENT AMONG SCHOLARS

Every Charonti who enrolls in one of the colleges of the Addakainen does so only through the sponsorship of a scholar who acts as that candidate's mentor. The relationship between a student and a mentor is very formal. The student must always display humility and respect before the teacher. The mentor determines when the student is prepared to advance in his learning by applying tests of wisdom, courage, discipline, and justice as well as examinations of specific knowledge and ability.

Advancement among scholars is more than a mere matter of living longer or seeing a bit more of the world; it represents specific initiation into the secrets of a student's arcane discipline. Not unlike a secret society, a student may spend years working within a college before his mentor deems him ready to be initiated into the secrets of the next level of illumination within his order.

It is sometimes within the context of an expedition that a mentor will assign a student to complete a particular task as a requirement for advancing in level. The task may simply be to successfully participate in the expedition, or the student may be requested to display certain expertise before the mentor will offer the final training that will enable a character to advance. Many mentors assign a student ambiguous tasks described in the form of a riddle to challenge the student's intellectual acumen. Older scholars enjoy sharing tales of the tests their apprentices have overcome.

Once the task is completed to the mentor's satisfaction (and the character has enough experience points), the character must spend a num-

ber of weeks equal to the level to which the student aspires in final training at the college. This training is always provided at no cost to the student.

A mentor is never obligated to initiate an apprentice into a higher level of learning if the mentor believes the student is unprepared, regardless of what he may have accomplished (the number of the character's experience points). The mentor must, however, help to guide the student toward this goal. It is not the mentor's task to make the apprentice's life easy, but rather to make certain that the apprentice gains power in accordance with his wisdom to use power dutifully.

A scholar who chooses to be trained by someone other than his mentor is considered disrespectful and ambitious. Such an act is a grave affront to one's mentor, who is unlikely to ever speak to the character again—and finding a new mentor will be difficult, because few teachers are willing to take on a rebellious student.

A scholar who does not have a mentor may advance in level without training by accumulating 25% more experience points than are normally required to advance to the level sought. Those "extra" points are lost as soon as the character acquires the last of them and officially advances.

ADVANCEMENT AMONG GUILDSMEN

Most members of the guildsman caste learn their craft by apprenticing themselves to the master of a guild. A master guildsman may have several apprentices and may in turn serve a more experienced master. In some cases a guildsman's teacher may simply be one of his parents.

If a character is employed by a guild, he must perform work equal to 1,000 gp x the level sought before the master will begin the character's formal training. (Payment in gold is readily accepted to cover all or part of this expense.) As with scholars, training to advance in level takes a number of weeks equal to the level being sought. A guildsman who is trained by a parent or some other person not affiliated with a guild does not need to pay for the training, but the process takes twice as long (two weeks per level being sought).

Although the relationship between a teacher and a student among guildsmen is very close, guildsmen are much less fussy about apprentices getting training from different people. The only rule is that a teacher must never agree to train a member of another guild.

A guildsman may advance in level without a teacher, but must acquire 20% more experience points than are normally needed to advance to the new level.

ADVANCEMENT AMONG OUTCASTS

Among the anarchy of the Outlands, teachers are few. Those who have survived long enough to gain levels of experience have usually done so because someone taught them how. An outcast does not begin the game with a mentor, and must find a higher-level character of the same kit to serve as his teacher.

With the help of such a mentor, a character may advance normally. The fee for training may be exorbitant or nothing at all, depending entirely on the discretion of the teacher.

An outcast may advance without being trained by a mentor by acquiring 15% more experience points than are normally required to attain the new level.

CHARONTI JUSTICE

Charonti are passionate about their ideal of the just society. They have used magic to create a system of justice that not only protects citizens from crime, but actually enhances the quality of Charonti life.

The queen is a figure of absolute authority in Charonti society. However, the people are assured by the geas spell by which she is bound that her authority will be used for the benefit of the community. The queen delegates many of her powers to the Jurists, who are likewise magically bound to use them in the public interest. The queen's Court of philosophers contributes to the justice process by helping the queen discern the wisest course when a problem is brought to her that the Jurists themselves have been unable to resolve.

THE QUEEN

Once a month the queen appears in the Open Plaza in Alchatay. Here she sits on a simple chair mounted upon a plain dais. From this vantage point she acts as the high Jurist of the nation and hears the grievances of the people. The queen is known and loved for her wisdom and compassion. Most Charonti who plan to appeal a decision of a Jurist wait for one of the Queen's Days to take the case directly to the regent. She has been known to grant general amnesties as well as overturn the ruling of a Jurist when she felt it was appropriate. However, she can become annoyed if she thinks someone is taking advantage of her—the people have learned (some of them the hard way) not to bother her with trivial cases that could be resolved at a lower level of decision-making.

THE JURISTS

Jurists are officials of the Crown who are trained in the practical application of justice. Rather than adhering to circuitous lists of specific laws, the Jurists are trained to use their individual wisdom, tempered with compassion, when arbitrating a conflict. Jurists are selected from among good individuals who have a neutral attitude about law and chaos. This insures that their rule is neither too rules-minded nor overly capricious.

At the lowest level of the judicial hierarchy are the common Jurists, each of whom is assigned a domain consisting of a group of buildings. The common Jurist in a neighborhood is usually known by all the local residents and often sought out to perform a number of services. At the next level of the hierarchy are those who are responsible for busy areas such as gates or marketplaces, and large institutions such as colleges or government departments. Still others are assigned to serve expeditions of the Crown. The senior Jurists each have responsibility for an area that includes the smaller domains of several lower-level Jurists. Ultimately four venerable Jurists, each with responsibility for all of the other Jurists in one of the Civil Centers, report directly to the queen.

FUNCTIONS OF JURISTS

General Counsel: The function for which Jurists are most commonly sought is simple counsel. Guildsmen and scholars alike will seek out a Jurist to discuss a troubling matter about which they require advice or a suggestion regarding the "right thing to do." When they are not engaged in some other task, Jurists stroll through the area over which they preside and thereby make themselves available to their constituents.

Vocation: Jurists are responsible for the direct application of the Charonti notion that people should do the work they are best suited to. In this capacity a Jurist will occasionally notice an individual struggling as an apprentice in a shop and take some time to counsel the person. If the Jurist becomes convinced that the apprentice would be better suited to another task, he may use the spell *know calling* to divine whether this is the case and then with the force of law instruct the person to pursue the new vocation.

Marriage: Jurists have the authority to arrange marriages. It is not mandatory for a person to ask a Jurist for assistance, but if this service is requested of a Jurist of 3rd level or higher, the spell *divine match* can be used to determine whether an individual has met his or her ideal mate.

Resolution of Disputes. Jurists are empowered to resolve disputes whether their counsel is sought

or not. They may intervene in any argument or step into the middle of any disagreement and rule on the matter with the force of law.

Property Assignment: Jurists have the authority to transfer ownership of personal property in the interest of justice. They may do this to facilitate resolving a dispute to better use resources.

Punishment of Criminals: The Charonti have few formal laws but a large number of traditions that regulate behavior. Jurists may decide that a particular action is a punishable crime in one case and simply an affront to tradition in another. The only actions that always bring severe punishment are theft, murder, and treason. Murderers and traitors are subjected to the most extreme measure of Charonti justice—a permanent geas compelling the individual to spend his life in public service. Theft is punished by requiring the criminal to compensate the victim in goods or services.

If a Jurist finds it necessary or convenient to put more than just the power of his words into a decision or a sentence, he can use his pendant of the just society (see Chapter Six) to compel the transgressor to obey. Sentences given to thieves and murderers are always enforced by the use of the jurist's pendant.

THE JUDICIAL PROCESS

Once a Jurist has made a decision on any matter, regardless of whether the decision has been enforced by a geas, the matter is considered resolved unless one of the parties involved wishes to appeal the decision. Individuals who are instructed to perform a task are expected to attend to it promptly. Someone who feels that justice has not been served by the decision of a Jurist may not pursue justice on his own. Defying the decision of a Jurist is almost always a punishable crime.

Charonti who are unsatisfied with a jurist's decision may appeal once and once only to a Jurist of higher level. If the subject of the decision has been geased to a task that somehow prevents the person from reaching a higher-level jurist, the family or friends of the person must take up the matter. If the higher-level Jurist reaffirms the first jurist's decision, the case is considered closed. If the second Jurist overturns the decision, both Jurists meet to reach a consensus and make a final ruling that cannot be appealed.

Appealing a jurist's decision is not something that should ever be undertaken frivolously or frequently. Higher-level Jurists take a dim view of people who seem unwilling to cooperate with the rest of society, and have been known to go so far as to geas someone to prohibit him from appealing any jurist's decision for the rest of his life.

JUSTICE IN THE OUTLANDS

While the queen lays claim to all of Jakandor, beyond the high walls of the Civil Centers the outcasts live with justice of their own making. In the anarchy of the open wild, communities live as best they can. Some Thanhotepic enclaves adhere to Charonti traditions and allow their priests to administer justice. In the domain of a bandit king, disputes may be resolved by bloody contests of treachery and stealth.

Regardless of the local instruments of justice, the queen sees the Jurists who accompany her expeditions into the Outlands as a means of introducing true justice into that wild land and to begin to prepare the way for her rule over the entire island. Jurists are authorized by the queen to wield their power while traveling in the Outlands.

Some outcasts resent the Crown and see the Jurists as an offensive intrusion into their lives. Others hear wonderful stories about the safety and tranquility of the Civil Centers and welcome the arrival of a Jurist as a wanderer who can share a bit of the queen's justice with the less fortunate.

Jurists are expected to serve the interests of the queen and the ideal of the just society when in the Outlands. The queen believes that exposing people of the wilds to true justice will cultivate in them a love of truth and make them desire the expansion of her realm.





Chapter Five:

NEW RULES & TOOLS

This section provides a look at the economic life of the Charonti as well as a variety of new proficiencies and tools.

EQUIPMENT: WHAT'S AVAILABLE

In general the Charonti enjoy a wealth of items both magical and mundane that help make their lives more pleasant. This abundance of conveniences includes an entire class of magic items available in the marketplaces and shops of the busy Charonti Civil Centers. They have, however, little in the way of weapons or tools of warfare. This section describes the products and prices for sale in the Charonti communities as well as an overview of their economic life.

TRADE IN THE CHARONTI CULTURE

Guildsmen make up the largest portion of the Charonti population, and they are the force behind its bustling economic life. Among the guildsman caste there are virtually no restrictions on trading goods and services. Gold coins, silver, copper, platinum and electrum are used as currency to keep enterprise fluid. With the exception of social conventions that direct people to use their wealth to the mutual benefit and comfort of their lineage, there is little standing between an enterprising and talented craftsman and his fortune.

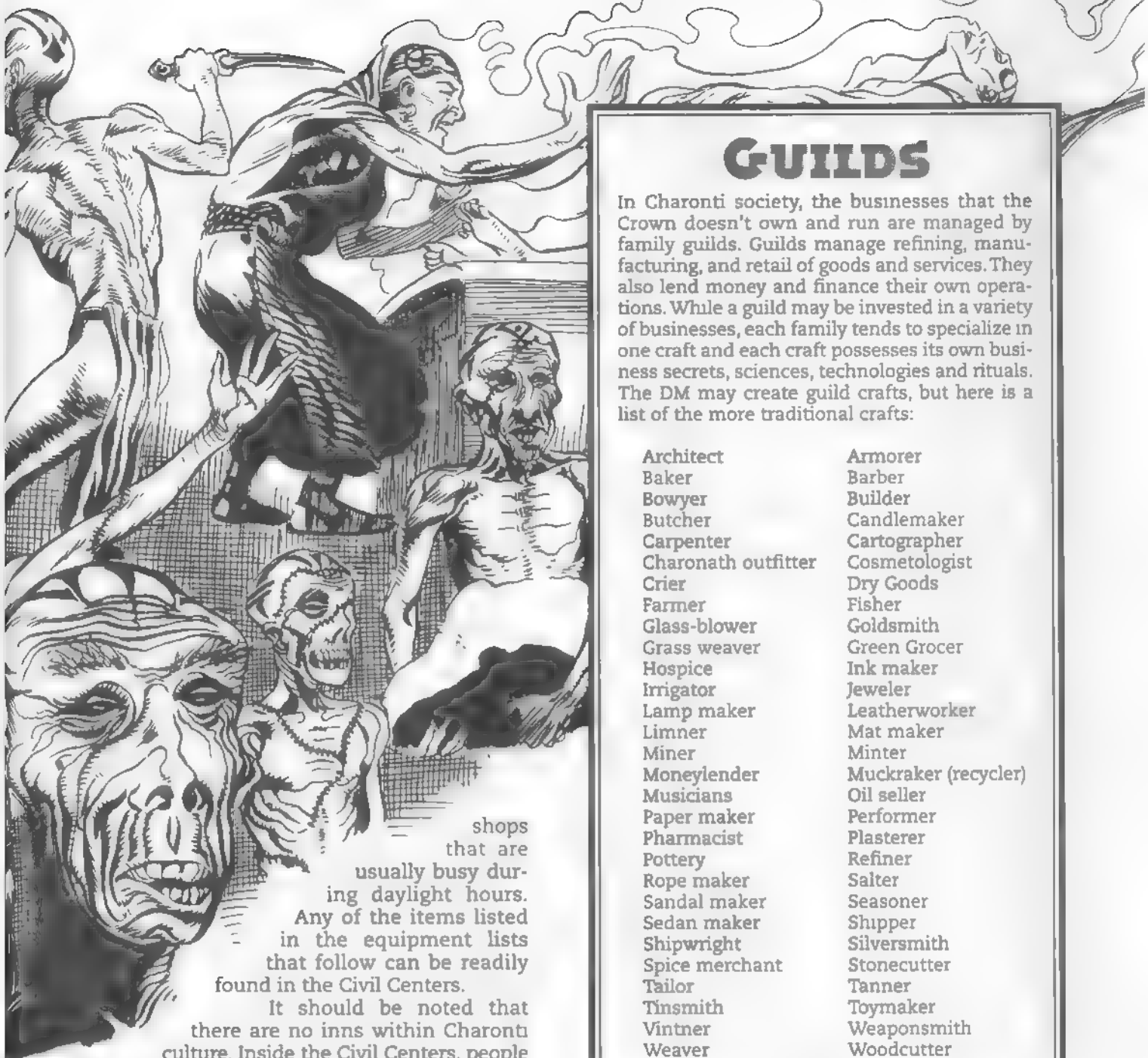
The scholar caste, with certain exceptions, is discouraged from participating in the general economic life of the Civil Centers. The only private property that scholars may own is a modest collection of personal effects. Most of their material

needs are taken care of by their sponsoring institution. Some scholars, such as wardens, are able to sell services to the public, but are expected to contribute their earnings to their sponsoring institution.

It is illegal for any Charonti to engage in trade with outcasts unless specifically permitted by the Crown. Such exceptions are occasionally made for expeditions who encounter emergencies and must parlay with outcasts for supplies. This prohibition is meant to prevent aiding or abetting enemies of the Crown. It is not viewed as unkind, since any honest outcast may petition for citizenship if he is willing to swear fealty to the Crown and able to perform a useful function.

TRADE IN THE CIVIL CENTERS

The Civil Centers contain large plazas that serve as marketplaces and a wide variety of guildsmen's



shops that are usually busy during daylight hours. Any of the items listed in the equipment lists that follow can be readily found in the Civil Centers.

It should be noted that there are no inns within Charonti culture. Inside the Civil Centers, people stay at their homes or dormitories. There are, however, public eating and drinking halls that serve as centers of social activity and entertainment.

TRADE IN THE OUTLANDS

There are few stable communities in the Outlands, which accounts for the lack of supplies and their high cost if they can be found. Outcast characters have only a 50% chance of finding specific common equipment available for sale in an outcast community, and the prices will be twice those listed below.

In the Outlands some individuals will offer shelter to travelers, but no regular lodgings such as inns are likely to survive long.

GUILDS

In Charonti society, the businesses that the Crown doesn't own and run are managed by family guilds. Guilds manage refining, manufacturing, and retail of goods and services. They also lend money and finance their own operations. While a guild may be invested in a variety of businesses, each family tends to specialize in one craft and each craft possesses its own business secrets, sciences, technologies and rituals. The DM may create guild crafts, but here is a list of the more traditional crafts:

Architect	Armorer
Baker	Barber
Bowyer	Builder
Butcher	Candlemaker
Carpenter	Cartographer
Charonath outfitter	Cosmetologist
Crier	Dry Goods
Farmer	Fisher
Glass-blower	Goldsmith
Grass weaver	Green Grocer
Hospice	Ink maker
Irrigator	Jeweler
Lamp maker	Leatherworker
Limner	Mat maker
Miner	Minter
Moneylender	Muckraker (recycler)
Musicians	Oil seller
Paper maker	Performer
Pharmacist	Plasterer
Pottery	Refiner
Rope maker	Salter
Sandal maker	Seasoner
Sedan maker	Shipper
Shipwright	Silversmith
Spice merchant	Stonecutter
Tailor	Tanner
Tinsmith	Toymaker
Vintner	Weaponsmith
Weaver	Woodcutter

EQUIPMENT LISTS AND TABLES

All of the items mentioned in Table 44 in the Player's Handbook can be found within the Charonti Civil Centers, at the same average prices given in that book—except for equipment specifically identified as not available in the following lists. Included in the tables on the following pages are new items not mentioned in the Player's Hand-

EQUIPMENT LISTS

Clothing

Boots, Outland	3 gp
Cloak, fine cloth	10 sp
Cloak, good cloth	8 sp
Cloak, plain cloth	4 sp
Dagger sash	3 cp
Gown, fine	2 gp
Hose, cotton	2 gp
Hose, leather	4 gp
Phylactery	10 gp
Ring, gold	2 gp
Ring, bone	1 sp
Skullcap, silk	1 sp
Skullcap, bone	5 sp
Skirt, cotton	6 sp
Toga, fine	1 sp

Not available: Boots, Riding; Breeches; Cap, hat; Girdle; Knife sheath; Mittens; Silk jacket; Surcoat; Sword scabbard.

Daily Food and Lodging

Banquet (per person)	10 sp
Rice for one meal	5 cp

Not available: City rooms; Grain and stabling for horse; Inn lodgings; Meat for one meal; Separate latrine for rooms.

Household Provisioning

None	—
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Not available: Rations, standard; Rations, iron.

Charonath

Serataar	500 gp
Serathi	2,500 gp
Shaddoc	5,000 gp

Charonath Tack and Harness

Item	Price	Wgt (lbs.)
Cart harness	2 gp	1
Halter	5 cp	1
Yoke, 4-body	5 gp	15
Yoke, 2-body	3 gp	20

Transport

Levitating Barge	5,000 gp
Sedan chair, 2-bearer	100 gp
Sedan chair, 4-bearer	150 gp
Whaleship	50,000 gp

Not available: Canoe; Caravel; Chariot, War; Coaster; Cog; Curragh; Drakkar; Dromond; Galleon; Great galley; Knarr; Longship; Oar, Galley.

Miscellaneous Equipment

Ambulator (any item)	Normal price x 10	Same as normal
Paper (per sheet)	1 sp	—

Not available: Map or scroll case; Parchment; Perfume.

Common Magic Items

Alarmstone	500 gp	*
Charismatic cosmetics	20 gp	*
Disc of floating	2,000 gp	-
Eternal flame	100 gp	*
Full and steady cup	100 gp	1
Lightstone	200 gp	*
Plate of warming	500 gp	2
Portal holding lock	1,000 gp	1
Shelter of constancy	100 gp	-
Traveling cloak	1,000 gp	2
Wellskin	100 gp	1
Writing tablet	50 gp	2

* These items weigh little individually. Ten of these items weigh one pound.

Animals

Pheasant	8 cp
Quail	6 cp
Rabbit	1 cp

Not available: Camel; Dog, War; Donkey, mule, or ass; Elephant; Falcon; Guinea hen; Horse; Hunting cat; Pigeon, homing; Pony.

Services

Companion (per evening)	4 gp
Guide, in Outlands (per day)	1 gp
Lightbearer (per night)	1 sp
Messenger, in city (per message)	1 sp
Sandman (per performance)	3 gp
Celebrant (per rending)	2 sp
Teamster w/wagon	1 sp/mile
Warden (per day)	5 gp

Not available: Minstrel; Mourner.

Armor

None —
Not available: All except leather (AC 8), padded (AC 8), studded leather (AC 7), and shields.
Other types of armor may be uncovered among treasure in the ruins of Jakandor.

New Item	Price	Wgt (lbs.)	Size	Type	SPEED Factor	DAMAGE S-M	L
Rending knife	10 gp	1	S	P	2	1d4+2	1d2

Not available: Arquebus; Battle-axe; Composite bows; Hand crossbow, Heavy crossbow; Footman's flail, Footman's pick, Harpoon, Horseman's flail, Horseman's mace, Horseman's pick, Javelin; Lance, Mancatcher; Morning star; all polearms except Awl pike; all swords except Khopesh, Long sword, and Short sword; Trident; Warhammer.

book, as well as standard items that have different average prices from those given in the PHB.

Not mentioned here are many strange and wonderful devices used by the ancient Charonti that are occasionally recovered by intrepid scholars exploring the ruins. These mechanisms are left to the DM to introduce in appropriate adventures.

EQUIPMENT DESCRIPTIONS

Below are descriptions of any items that are distinctly Charonti or require special explanation. Those commonly found in other AD&D game campaigns and included in the Player's Handbook are not described.

Clothing

Boots, Outland: These are thick leather boots made for traveling in the wilderness. Most people wear sandals or soft shoes in the Civil Centers, since all the surfaces are paved and smooth.

Phylactery: A Charonti phylactery is a strip of cloth, sometimes ornamented or embroidered, that is wound around the hand several times and then up the wrist where it is tied off, held by a bracelet, or hooked with a clasp.

Skullcap: Most adult Charonti keep their heads shaven, although beards are not uncommon among men. Skullcaps are small round caps that fit snugly on the head and are the most common Charonti headgear. Some have holes in the center to allow a single braid to be pulled through.

Skirt, cotton: Charonti males often wear cotton skirts dyed a solid color that hang to mid-calf and are clasped at the waist. Women do not wear skirts, but prefer gowns.

Charonath

The Charonath are the undead devices and tools of the Charonti. They are described in detail later in this chapter.

Charonath Tack and Harness

The Charonti rely upon their undead and the automatons of the artificers for beasts of burden. Each of the items described below is for use by or with a common Charonath zombie.

Cart harness: This is a set of long leather straps secured to the laborer for pulling a cart.

Halter: A set of canvas or leather straps that begin as a belt at the waist, criss-cross the chest and back, loop over the shoulders and once around the neck. The apparatus is secured by a buckle.

Yoke: A large wooden crossbeam cut to fit snugly across the shoulders of a Charonath zombie. Yokes are used in farming as well as for pulling large wagons and carts.

Transport

The levitating barge and the whaleship are described later in this chapter under the heading "Charonti Machines."

Miscellaneous Equipment

Ambulators: The Charonti make frequent use of ambulatory objects. Any household item may be animated by an artificer who can cast ambulate object (see Chapter Six, where characteristics of ambulatory items are given in the description of the spell).

Common Magic Items

These items are readily available for sale in any Charonti market.

Alarmstone: When this pebble-sized device is activated, it detects movement of any sort that takes place within a 30-foot radius and gives off a loud, high-pitched whistling sound until it is deactivated. When the user speaks the command word to activate an alarmstone, it begins working two rounds afterward (giving the user time to vacate the area without setting off the alarm). One command word activates or deactivates a stone, but no two stones have the same command word.

Charismatic cosmetics: If applied every day for a month, this substance will increase the user's Charisma by 1 for as long thereafter as the cosmetics continue to be used. If the application is skipped on any day, the attribute score returns to normal, and the user must apply the cosmetics for another month before regaining the benefit. The listed price is for a one-month supply.

Disc of floating: This device is a permanent, physical manifestation of the spell Tenser's floating disc. It is a slightly concave, dun-colored disc 3 feet in diameter capable of holding 200 pounds of weight. The disc floats approximately 2 feet off the ground at all times and remains level. It floats horizontally and follows its owner at a distance of 4 feet. It will accompany its owner at a movement rate of no greater than 6. If the owner moves quickly out of range, the disk will remain where it is until he or she returns. Each disc has a unique command word, and it will follow anyone (not necessarily the owner) who speaks the word while standing within 4 feet of it.

Eternal flame: The tip of this match-sized stick will burst into a small flame when the command word is spoken. It is most often used to ignite flammable material or provide a small area of illumination; it causes no damage if used with the intent to harm. The eternal flame will light even when the stick is wet or under water. Repeating the command word will extinguish the flame.

Full and steady cup: This small clay tumbler fills with hot tea upon the utterance of its command



word. The contents of the cup cannot be spilled, even if an object is thrust into it or it is held upside down. It will only release liquid if a person's lips are placed to the rim of the cup. The user can then drink freely and will not spill a drop even if he or the cup is jostled. The tea remains at a comfortable drinking temperature constantly. Repeating the command word empties and cleans the cup.

Lightstone: A small gem with a permanent light spell cast upon it. Lightstones have no command word to activate or deactivate them and are usually kept in small velvet pouches to conceal their illumination when it is not needed.

Plate of warming: A command word causes this 2-foot-diameter stone platter to heat quickly until it is hot enough to cook food or boil a pot of water placed on it. A different command word causes it to maintain a lower temperature that keeps food or liquid warm. Uttering either command word a second time deactivates it.

Portal holding lock: If this small metal box is placed on any door or gate made of wood, metal, or stone, it will stick to the door or gate and hold it fast as though it were locked. A knock spell or dispel magic can render the lock useless, causing it to drop to the ground and release the door. A locked portal can be physically battered down, but

in such a case the lock is not damaged and can be used again. This lock activates when placed against a portal and is deactivated by a command word.

Shelter of constancy: This is a hemispherical piece of canvas or cloth 3 feet in diameter stretched over a series of bone ribs that radiate from a center point. When activated, it will float a few inches above the user's head as the person travels about. It shelters the user from precipitation and bright sunlight.

Traveling cloak: This cloak adjusts the temperature of the wearer to be comfortably cooler or warmer than the ambient temperature. The cloak requires five rounds to adjust to an abrupt change in temperature, and as such offers no protection from sudden magical attacks involving heat or cold.

Wellskin: This appears to be an ordinary 1-gallon wineskin, but will fill with water when the command word is spoken. Repeating the command word will empty it. It can provide 1 gallon of water per day.

Writing tablet: This is a small clay tablet about 1 inch thick and 9 inches by 12 inches in surface area. A small wooden stylus is used to write information on the soft surface of the tablet. When a piece of paper is placed upon the tablet and the

command word is spoken, red ink will fill the indentations made by the stylus and stain the paper, causing the message to be inked onto the paper. Saying the command word again causes the ink to disappear and clears the surface of the tablet, making it smooth again.

Animals

Horses: According to ancient records, long before the time of the plague horses were once used by the Charonti as beasts of burden and for transportation. Within the past 150 years, the few that have been encountered in the wild were unable to be bred in captivity. Further, they proved to be extremely difficult to command compared to the Charonath. As a result, no further attempts to catch or train horses have been undertaken. They are extremely rare animals and said to only run wild on the far eastern end of the island.

Weapons

The Charonti make most of their weapons out of bone and strengthen them with the enchantment bone to steel (see Chapter Six). The prices in the Player's Handbook are for weapons that have been strengthened; an ordinary bone weapon can be purchased for half the listed amount. The user of an unstrengthened weapon has a -2 penalty on damage rolls and risks having the weapon break on a natural attack roll of 1.

Rending knife: This weapon has a long, dagger-like blade that curves inward and swells near the tip, resembling a machete. It is used by renders in preparing the dead for distillation into Charonath. It is not intended as a combat weapon, but happens to be extremely effective in the hands of a render. If used by a character of this profession it strikes with a +1 bonus to attack and damage rolls, or +2 on damage if used against undead.

NON-WEAPON PROFICIENCIES

In Charonti culture, some non-weapon proficiencies have specific meanings. "Local history" refers to the events that have transpired since the great Congregation. "Ancient history" refers to the history of the Charonti before the Wasting Plague. (This knowledge may be helpful while exploring the ruins of Jakandor.) "Religion" refers specifically to the Thanhotepic religion. A character must have both the religion and ancient history proficiencies to have knowledge of the many ancient faiths upon which the elder Charonti gathered records and information.

Following are two new proficiencies that may prove useful to Charonti adventurers.

STONE CARVING (DEXTERITY -1, 3 SLOTS)

This proficiency enables a character to manufacture a weapon out of a piece of bone. (A dagger could be made from a forearm, while a short sword would require a thighbone.) The number of days required to create a weapon is equal to its maximum damage when used against a creature of size M—for example, 4 days for a dagger; damage = 1d4. Note, that someone using a weapon crafted from bone has a -2 penalty on damage rolls, and the weapon will break on an unmodified attack roll of 1, unless it is strengthened by having bone to steel cast upon it.

READ MAGIC (INTELLIGENCE -3, 2 SLOTS)

Magic is so pervasive in Charonti society that virtually any educated citizen can read magic. Nonspellcasters and spellcasters alike find it useful to be able to look at a spell scroll and know what it says. This proficiency allows any character to read magic. It does not, however, enable the character to use scrolls if he would not normally have that ability. For example, a 1st-level guardian with this proficiency who finds a scroll could make a proficiency check to ascertain whether it is a wizard or priest scroll and the names of the spells that are inscribed on it. It would not, however, enable the guardian to actually use the scroll. In the case of a spell-caster, this proficiency acts exactly like the spell read magic but cannot be interrupted and obviously does not take up any space in the spell-caster's memory. Note that a cursed scroll generally affects anyone who reads it, whether by means of this proficiency or by the use of the spell read magic.

If a character using this proficiency fails a check, he may not try again on the same document.

TASTE MAGIC (INTELLIGENCE -2, 2 SLOTS)

Charonti mages are so immersed in the study of magic in everyday life that some have the ability to determine the school of magic to which a magical item or spell effect with a physical manifestation belongs by tasting the item. The character must lick the item being tested and then make a proficiency check. Success indicates the school of magic to which the effect belongs, but not its specific effects. If the check fails, the character may not attempt to taste the magical aura of that item again for a week. There may be additional consequences, such as avoiding cuts when licking a knife, avoiding poison when licking something toxic, avoiding sticking when licking freezing metal. The DM must determine any additional effects.

CHARONATH: THE UNDEAD

The cycle of death and rebirth is a defining idea and experience in the Charonti consciousness. From ancient Thanhotepic practices of animating the dead to illustrate the power of their god and to celebrate the wisdom of their ancestors the Charonti have refined and adapted the role of the undead in their lives to reflect the beliefs of the present age.

DEATH AMONG THE CHARONTI

The Charonti know that when a person dies alone in the wilderness, away from his lineage and community, he is set upon by scavengers both physical and spiritual. Jackals and crows pick clean the bones of the dead, which eventually decay to become part of the soil. The spirit is pirated off to the realm of the supernatural, where it is enslaved in the service of a great power or left to wander in confusion far from the serenity and love of home.

The Charonti perform a complex process of

distillation upon a deceased person in order to save the person from the depredations of the scavengers. The deceased is separated into component parts of mind, body, and spirit in such a way that the experiences of the person's lifetime may continue to serve the community. Even as simple Charonath zombies, the dead attend to the drudgery of labor so that the living may be free to advance the wisdom and learning of the nation. All dutiful Charonti understand that it is only fitting that they serve the community in death so that others may extend the work they did while alive. It is this cycle of death and rebirth that allows the Charonti heritage to continue. The process of distillation is called rending.

RENDING: THE PROCESS OF REBIRTH

When a Charonti dies, the person is traditionally memorialized in a formal ceremony in the home. Lineage members and friends gather. A cup of wine is passed around the room, and each person in turn tells a story that describes how the deceased influenced his life. Regardless of caste or position, the dead person is celebrated as a teacher, and examples of how the person exemplified Charonti ideals are cited.



The body is taken by a procession of the surviving family members to the Hall of Perpetual Life in Alchatay. This is a large templelike structure where the government registers deaths. The head of the lineage presents the body, whereupon a render uses a speak with dead spell to confer briefly with the deceased to confirm the identity, position, and cause of death of the person. The render will also ask whether the person wishes to be retained by their lineage or serve the community. If the body is to be retained by the lineage, a fee is paid by the head of the family at this time. The amount of the fee depends on the type of rending sought: 500 gold pieces to create a serataar, 2,500 to create a serathi, or 5,000 to create a shaddoc.

THE SERATHI

If the body is intact and in reasonably good condition, it can be rended into a type of zombie called serathi (singular and plural). These undead differ from standard zombies in appearance, the means by which they are controlled, and their capacity to be magically enhanced.

To create a serathi, the body is bathed in a waxy resin and tightly wrapped in strips of cloth. It is impregnated with herbs and scented powders before being animated. The result is a creature that bears little if any resemblance to the decrepit and gruesome-looking zombies made from bodies that are not rended. When animated, a serathi can be used as a servant, laborer, soldier, or beast of burden.

A shard of bone is extracted from the body during the process (see the spell *rend the dead* in Chapter Six) and provided to the owner of the serathi, which will obey the simple verbal commands of whoever holds its shard of control. Guardians may carry a sack full of such shards when commanding large numbers of undead troops.

Serathi can be turned, destroyed, or controlled by a priest just as normal zombies can be. They can be adorned with various gems that provide them with special powers, as described in "Gems of the Charonath" later in this chapter.

THE SERATAAR

Animated skeletons, known as serataar, are uncommon among the Charonti. Loose bones are usually used by artificers to create automatons, but these are enchanted constructions, not true undead. When a body is in such a state of disrepair that creating a serathi is impractical, the bones can be salvaged and used in the construction of machines or for some other purpose. Skeletons are normally only animated in emer-

gency situations—for example, when a party in the ruins during an expedition needs soldiers to help in its defense. A serataar is controlled by the person who possesses its shard of control.

THE SHADDOC

The accumulated knowledge of a person can be retained as a tool called a shade box, or shaddoc. To create a shaddoc, the body's skull is removed, cleaned, and preserved. Through a special casting of *rend the dead* (see Chapter Six) by a render of sufficiently high level, the knowledge of the person is "kept alive" within the skull. Speaking a command word causes a dim light to flicker in the sockets of the skull. While it is active, anyone can ask the shaddoc any question, and the device will respond to the best of its ability based upon the body of knowledge it gathered in life.

A shaddoc can answer a number of questions per day equal to the level of the render who created it. (Note that "I don't know" is a legitimate answer.) When its limit of answers is reached, the device deactivates and cannot be reactivated for 24 hours. The responses of shaddoc can often be indistinct. They are notoriously literal in their interpretation of questions, which must be phrased precisely.

Shade boxes of noted scholars are kept in the library of the Dodecon for consultation by students and researchers. They may not be removed from the library to prevent their abuse. The queen also uses the shade boxes of the most accomplished thinkers of Charonti history in the Council chamber.

Shaddoc can be turned or destroyed as 1st-level undead. When turned, a shaddoc will simply deactivate for a number of hours equal to the turning priest, after which it may be reactivated with the command word. Controlling a shaddoc allows a priest to ask one question of it without knowing its command word. Shaddoc have 1d4 hit points and are easily destroyed by simple crushing blows.

THE SPIRIT

After culling the usable components of a deceased person, the renders have found a distinct residue left by the person's spirit and emotions. The spirit is the part that is most susceptible to capture by supernatural powers. A person with extremely strong emotions or attachments to the material world may create a danger during separation. Ghosts and vengeful sentient spirits may emerge from the rending as the will of the dead person defies the process. If a person is believed to present a potential danger in this regard, the body is usually just harvested for bones, regard-

less of the possible value of the other components. In order to avoid abandoning a Charonti's spirit to the supernatural realm, the spell transmute is cast upon the last residue from the rending process in order to cycle the person's energy back among the living Charonti.

Rending must be performed within three days of a person's death, or the individual's spirit will be lost to the supernatural powers and the body can only be recovered as a common zombie or skeleton.

UNDEAD OF THE OUTLANDS

Not all the undead of Jakandor are useful tools of the Charonti nation like the crown's Charonath. Thanhotepics in the Outlands animate the dead as servants. Abandoned temples seem to have the dormant power to create undead, some of them free-willed and extremely dangerous. The Wasting Plague itself, in its destructive fury, left behind lost and bitter spirits in the form of spectres, ghosts, and other types of malicious undead.

GEMS OF THE CHARONATH

The Charonti have succeeded in creating enchanted gems that can enhance the capabilities of serathi. These only work with a zombie created through the process of rending and not with a common zombie that can be animated by any wizard or priest. These gems are either mounted in the cerements of a serathi's skull or occasionally deposited in the eye sockets.

Controller's eye: These pale blue gems come in pairs. One is placed on the serathi and the other retained by the controller. The gem on the serathi transmits the images that appear before it to the companion gem, which reveals those images to the controller when he looks into it.

Controller's ear: These pale green stones operate exactly like the controller's eye gems but transmit sound instead of light. To hear the transmission, the controller must place the companion gem in his or her ear.

Gem of returning home: These clear gems come in pairs. When one is mounted on a serathi, it will always return to the companion gem upon completing a command.

Gem of seeking: These red gems come in pairs and allow the controller to locate a missing serathi. When the controller holds one gem in his hand, it will tug gently in the direction of its companion gem.

Gem of self-preservation: This pale violet gem enables a serathi to flee before it is destroyed. The controller may tell it to flee after taking any damage, when it is more than half damaged, or when it is about to be destroyed (5 or few hit

points), or to fight to the death.

Gem of shutting down: These milky gems are used in shaddoc, and cause the devices to shut down after five minutes of activation or a response to one question.

Gem of speed: This deep yellow gem allows a serathi to attack and act with normal initiative rather than last in a melee round.

Gem of stealth: This black gem allows a serathi to move silently like a thief with an 80% chance of success.

Gem of strength: This rust-colored gem allows the serathi to perform tasks as though it had an 18/01 strength. Combat bonuses for Strength are applied.

CHARONTI MACHINES

High-level Charonti artificers have succeeded in manufacturing a variety of sophisticated machines from bone and other materials. Some of them are highly useful for tasks related to the reconstruction of the Civil Centers, and new ways of using these marvelous machines are continually being developed.

In the descriptions that follow, prices for construction are for materials only and do not include whatever fees might be charged by artificers and other wizards for their services. (The Crown, of course, gets all of its spellcasting services for free.)

BONEBAT APPARATUS OF SIGHT

The bonebat is a large construction of bone struts and finely polished gears that has the appearance of a large skeletal pterodactyl. When sitting, its head is about 5 feet off the ground. Its wings, when fully extended, span twenty feet. Each bonebat is attuned to a specific controller, usually a guardian, as part of the process of its manufacture. Any artificer capable of creating a bonebat can assign a new controller to a device whose controller is killed or incapacitated.

Bonebats are used extensively in military reconnaissance. They have the ability to telepathically transmit visual images of what they have seen to their controllers. The controller must be touching the bonebat to receive the information.

Bonebats can process instructions with about the intelligence of a dog. For combat purposes they should be regarded as monsters with the following statistics:



Bonebat: AC 6; MV 3, Fl 15 (C); HD 8; THACO 13; #AT 3; Dmg 1d8/1d8/3d6 (claw/claw/bite); SD immune to cold, edged weapons do half damage, immune to mind-controlling magic; SZ H (20 ft. wingspan); ML fearless (20); Int semi- (3); AL N; XP 650.

On the ground, bonebats are cumbersome; however, they are not terribly heavy and can be carried by four serathi on a modified sedan chair. Bonebats may only be created for use by the Crown and cannot be purchased by private citizens. One can be manufactured at a cost of 8,000 gp and a full month of work by an artificer of 8th level or higher.

WHALESHIP APPARATUS OF FLIGHT

The Charonti once sailed the world in flying machines similar to the whaleship. This enormous device is an airship built around the frame of a whale's skeleton. Huge canvas bladders of air fill the hollow between the ribs, and netting binds the structure together. Bony fins with cloth stretched across them serve as rudders. Beneath this 100-foot-long wonder hangs a gondola in the form of an elegant but austere carriage. The gondola can hold the ship's pilot plus as many as four other people, or up to 500 pounds of cargo.

A whaleship accepts verbal commands only from its pilot, who possesses a shard of bone taken from the skeleton. The device has no abilities other than flight (MV 12, maneuverability class E). A whaleship can hover, and can also pivot in place up to 30 degrees per round. Each device is enchanted in such a way that it will avoid crashing despite foolish orders to the contrary. A whaleship is AC 0 and can take 200 points of damage before losing its ability to fly. The gondola can take 80 points of damage before being rendered unable to hold anything.

A whaleship may be owned and operated by any guildsman. Construction requires 50,000 gp and six months of labor by an artificer of 9th level or higher, as well as a render who is needed to cast create shard of control (see Chapter Six) in the early stages of the process.

BONE MOLE APPARATUS OF DRILLING

This machine is built in the shape of a mole (10 feet diameter at its rear and 25 feet long). In the tip of its 5-foot-diameter nose is mounted a sharpened drill. Its two short forelegs are tipped with 5-foot-long claws. The device is designed to drill passages through the earth, churning up the soil and ejecting it from the rear of its hollow body.

A mole is able to dig through a 10 foot cubic volume of earth in one turn; faster if the soil is

loose or sandy. A tunnel of 50 feet or less in length can be safely dug, but for every additional 10 feet, there is a 20% chance that the 10 feet of tunnel behind the device will collapse, trapping the mole until it can be freed by manually or magically re-excavating the hole. Moles are enchanted to detect living creatures (not plant life) and to stop digging if they are in danger of striking one. They cannot be used as weapons. They cannot drill through solid stone or through any area strewn with large rocks.

A mole is controlled with a bone shard. Each device has AC 0 and will withstand 100 points of damage before being destroyed. Only the Crown may build and own bone moles at a cost of 25,000 gp and two months of labor by an 8th level artificer.

LEVITATING BARGE

This device is a platform of wood and bone 20 feet wide and 40 feet long with a 2-foot-high railing. It is used to transport grain from the far reaches of the Crown farmlands to the vicinity of a gate, but these devices have many other useful purposes as well. The Crown will sometimes loan one to an expedition.

The barge floats 2 feet off the ground and, since it is effectively weightless, it must be anchored when it is stopped because it cannot be deactivated and will drift with the wind. A barge can travel over any type of level terrain, including water, where there are no obstructions over 2 feet in height. Poles are used to push it along at a maximum MV of 6; however, if the wind is blowing and a sail is raised, an additional 2d6 may be added to the movement rate.

The Crown owns and operates most barges, but any guildsman may arrange to have one built. Construction of a barge requires 5,000 gp and one month of labor by an artificer of at least 7th level who must be able to cast (or hire someone to cast) a levitate spell capable of lifting 1,500 pounds followed immediately by a permanency spell.

CHARONTI ELIXIRS

Immediately following the Wasting Plague, spellcasters were ostracized by most of the survivors. During this time a class of healers came into being who relied upon non-magical means to assist the ailing. Chirurgeons found that innate properties of plants and minerals could be harnessed to create medicines with spell-like properties.

Charonti elixirs are made by combining one or more ingredients with a small amount of honeyed wine. A chirurgeon can concoct elixirs containing



one dose of ingredients per experience level. Thus, a 3rd-level surgeon can create elixirs combining three doses of ingredients. The preparation time for any elixir is one hour for each different ingredient.

The most basic elixirs are those that either heal or cause damage; their effects are permanent. Many other elixirs can be made that cause a temporary change in one of the drinker's basic attributes; the minimum duration of such an elixir is one turn.

The basic properties of an ingredient is given below; combined effects are described afterward.

Gum arabic: increases duration by one turn.

Black oak: restores 1 point of attribute or mends 1 point of damage.

Date palm: causes 1 point of damage.

Ivy: affects Strength.

Chalk: affects Constitution.

Dogwood: affects Dexterity.

Clay: affects Intelligence.

Bone powder: affects Wisdom.

Rose petals: affects Charisma.

Chicory: reduces attribute by 1 point.

Toadstool: improves attribute by 1 point.

The only elixirs that can be concocted by a 1st-level surgeon are a simple healing potion and a mild poison. The healing potion, made with black oak, will heal 1 point of damage. The poison,

made with date palm, causes 1 point of damage.

A 2nd-level surgeon can make a double-strength healing potion or poison by using two doses of the desired ingredient, and is also able to mix all of the basic attribute-specific elixirs in their weakest form. For example, an elixir containing one dose of toadstool and one dose of clay gives the drinker a 1-point improvement in his Intelligence score for one turn. If chicory is used instead of toadstool, the attribute score is lowered by 1 point for one turn. Black oak in combination with any attribute-specific ingredient restores 1 point of a score that has been drained by undead or a magical effect, but cannot raise the score beyond its normal maximum.

At 3rd level, a surgeon can mix gum arabic into a basic elixir to increase its duration. A mixture of chalk, toadstool, and gum arabic gives the drinker a 1-point boost in Constitution for two turns.

Multiple doses of chicory or toadstool will raise or lower the ability score by a number of points equal to the number of doses, but no score (including Strength) can be raised beyond 18 or reduced to less than 3 by this means. Note also that there is a danger associated with multiple doses of toadstool: For every dose of toadstool beyond the first one that an elixir contains, the drinker

must make a system shock check. If any of the checks are failed, the relevant attribute is reduced to 3 for the duration of the elixir.

Combining two or more attribute-specific ingredients in the same elixir results in a useless mixture; an elixir with both dogwood and clay would be inert and have no healing properties. The single exception to this is an elixir that combines all six attribute specific ingredients and a single dose of black oak. This mixture has the same effect as the priest spell cure disease—and in addition is also able to cure the plague, because the elixir is non-magical.

THE WASTING PLAGUE

Over five thousand years ago, the high Charonti civilization was laid low by a volatile plague. The disease was spell-vectored, which is to say it could infect and be transmitted by any spell or enchanted item. Any individual who came in contact with an infected enchantment suffered horribly before dying. A few strong souls resisted the plague and survived exposure. The Charonti of today are all descendants of the survivors.

The plague has resurfaced in a number of minor outbreaks over the centuries. Its form has changed several times, and in the last two hundred years it appears to have retreated entirely underground, making the ruins particularly dangerous.

HOW IS IT SPREAD?

The plague is a disease that can only thrive within the area of effect of magical energy. It is obvious if a person, spell, or object is infected because of a patchwork of filmy glowing mottled green that seems to shift and flow across the areas of infection. As a guideline, anything that would radiate magic under the divination of a *detect magic* spell may be infectious. Further, the plague can travel from one spell effect to another whenever the spells' areas of effect intersect.

For example, in a room, explorers might find two poles with permanent light spells cast upon them, a short sword +1, a table that has had warp wood cast upon it, and a hole that was made using a dig spell.

The permanent light spells could be infected. With an area of effect of a 20-foot radius, they can transmit the plague only within this range. If only one was infected and a character carried the other pole to a place where the spells' areas of effect intersected, the second light spell would become infected.

If the short sword +1 is infected, it will transmit

the plague to anyone who touches the sword or is struck by it.

The table that has had warp wood cast upon it may be infected, because warp wood is a permanent enchantment. Note that the entire table may not be infected, but only the part located within the spell's area of effect.

The hole caused by the dig spell does not carry the plague. The spell allowed a caster to create the hole, but the magic only lasted as long as the duration of the spell.

A magical effect that passes through an infected area will become infected. Thus, an arrow +1 fired through the radius of an infected light spell will become infected and pass on the plague to any person or magical effect it subsequently.

A spell whose area of effect contacts an infected area will expose the caster to the plague if the magic is of a sort that establishes a path of energy to or from the caster. For example, a wizard who casts *detect magic* upon an infected sword will become infected as the disease moves along the route of the divination back to the wizard. All divination spells are of this sort, as are many spells of the school of invocation/evocation (such as magic missile) and various other spells as well.

Animals and undead do not carry the plague.

WHAT HAPPENS TO A VICTIM?

The plague was much more virulent at its inception, but the original survivors have passed their greater resistance to their descendants. A character who encounters an infected enchantment must make a saving throw vs. death magic or become infected. If the save is failed, any magic items carried by the character will become infected as well.

A successful saving throw means the character has avoided contracting the plague, but he must make a saving throw again once per turn if he does not separate himself from exposure to the disease.

If the saving throw is failed, the victim will die in a number of hours equal to his Constitution score. During this time the character will become gradually weaker, losing 1 point from each ability score every hour. If the victim's Strength or Intelligence score reaches 0 while he is still alive, he will fall into a catatonic state and remain that way until he dies.

HOW IS IT TREATED?

Treatment to cure a victim or magical item carrying one of the varieties of the plague will vary with the plague strain. The most common treatment is

prolonged exposure of infected characters, magical items, or spell effects to sunlight or a *sunray* spell, which will bring recovery in 1d6 units of time (roll 1d4: 1 or 2 = days, 3 = hours, 4 = turns) following a successful save vs. poison. The DM may create other treatments of his or her own.

SIDE EFFECTS

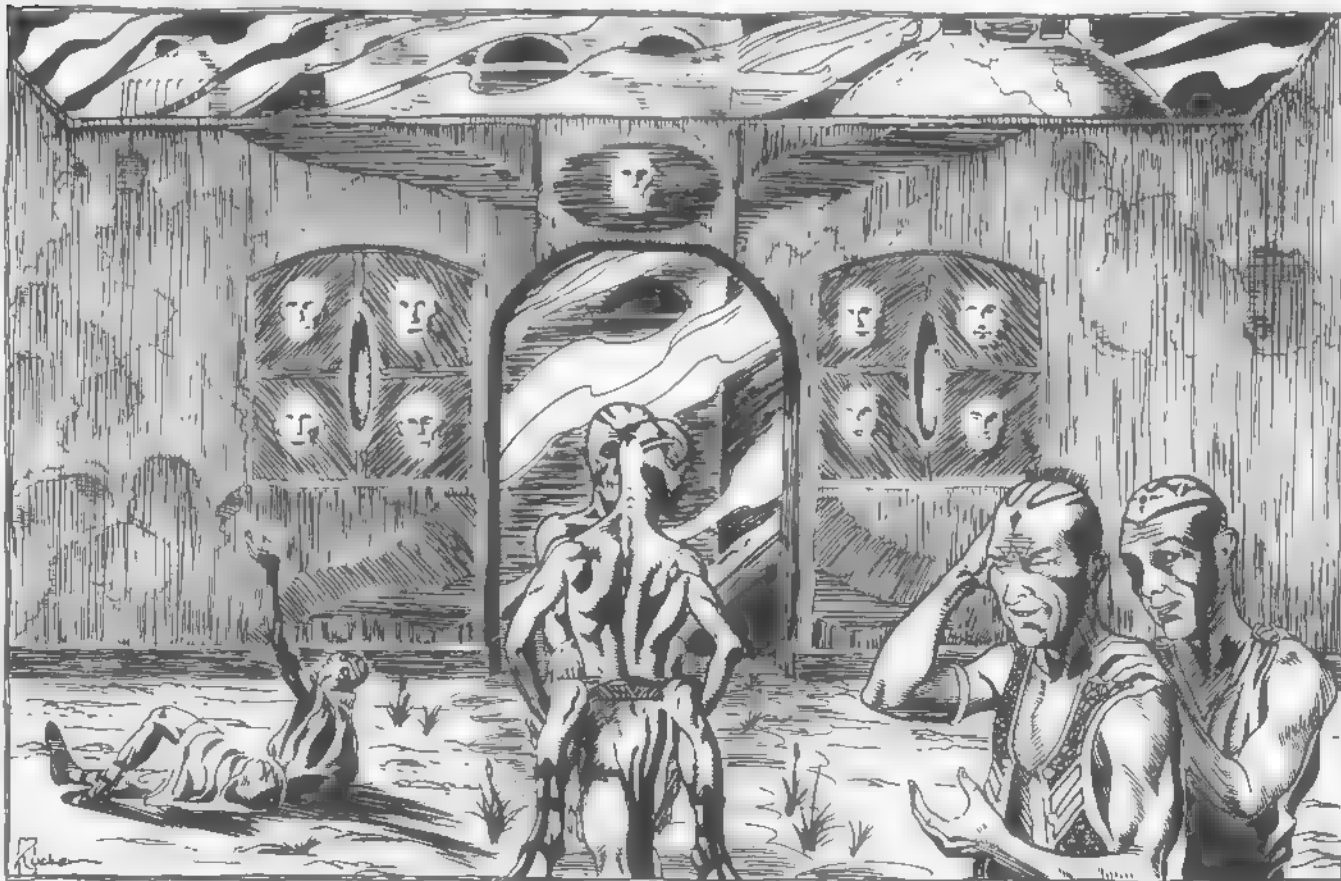
Many people who have contracted the plague and survived often suffer side effects. Not all of these are harmful, but they can persist for just a few days or as long as the rest of the character's life. There seems to be no pattern, and these effects vary in nature and intensity. The following are some of the effects recorded in the Dodecon:

- 1) Physical exhaustion (loss of 1 experience level).
- 2) Weakened by 1 point of Strength and Constitution.
- 3) Loss of voice.
- 4) Slurring of speech or speech impediment.
- 5) Personality change (phobias, attitude, neuroses).
- 6) Blurring of vision or blindness.
- 7) Skin feels slimy and gains a green tinge.
- 8) Character exudes a noxious odor.
- 9) Immune to further exposures to the plague.
- 10) Immune to all nonmagical diseases.

THE PLAGUE AND THE KNORR

The Charonti assumed for centuries that the Wasting Plague had destroyed all other sentient life in the world. Over time, they became convinced that it may have been only the Charonti themselves who fell victim to the disease. This remains a matter of debate, and the arrival of the Knorr on Jakan-dor has done little to resolve the issue. The Knorr can become carriers of the plague and handle infected magical items, but do not suffer effects or symptoms of the disease. This makes them extremely dangerous, since a Knorr warrior who is exposed to the plague and then enters a settled area before being exposed to sunlight for some time could devastate the population overnight.

The DM may create strains that cause some effect on Knorr but which have limits on its impact on magic. For instance, a strain of the Wasting Plague, the Pale Hand, makes Knorr who fail their save vs. poison become anemic—their skin turns pale and the white of their eyes grays. In game terms, the Pale Hand causes weakness so that all Strength and Constitution checks suffer a -4 penalty. However, this strain only affects magical items with a charge of +2 or better and spells and characters of level 2 or higher. The DM can limit how long an infection lasts.



NEW SPELLS AND MAGIC

The Charonti magical tradition includes two types of spells. Elder spells are forms of magic that can be learned by any wizard. In contrast, Specialty spells require intense dedication to a particular school of magic in order to learn them, and they are only available to specialists of the appropriate school of a given spell.

CHARONTI SPELLS

Elder spells include all of the following:

1st level: cantrip, charm person, comprehend languages, detect magic, hold portal, light, magic missile, Nefti's spell recall (a unique Charonti spell), phantasmal force, protection from evil, read magic, sleep

2nd level: continual light, detect evil, detect invisibility, ESP, invisibility, knock, levitate, wizard lock

3rd level: clairaudience, clairvoyance, fly, haste, hold person, infravision, invisibility 10' radius, lightning bolt, protection from normal missiles, slow, water breathing

4th level: dimension door, plant growth

5th level: animate dead, teleport

6th level: antimagic shell, control weather, enchant an item, geas, globe of invulnerability

8th level: permanency

LOST MAGIC

While magic is extremely pervasive in the culture of the Charonti, their body of spells is fragmented at best. At the height of the elder civilization, the elder Charonti had amassed an enormous and comprehensive body of knowledge about magic. After the plague, virtually all of this knowledge was lost. During the ensuing wars the magelords did recover many spells and invent new ones that have served as the foundation of present Charonti magic. However, the Charonti are still a long way

from reconstructing the complete body of lost knowledge, and it is the task of the scholars of the Crown to advance this recovery. Many high-level spells exist only in legend or rumor. Virtually all spells over 3rd level are lost.

THE SPELL REGISTRY

The spell registry is the part of the Great Library of the Dodecon that serves as a repository for the collected knowledge of the reconstruction. All newly researched or unearthed spells should be registered at the Dodecon. A wizard may review the catalog of spells that reside in the Dodecon, but may not actually study any of the spells in order to learn them for the purpose of being able to cast them. All such knowledge must come from the character's mentor, or as a result of the wizard's encountering an existing spell during the course of an adventure.

No scrolls, tablets, artifacts, or historical records may be removed from the Dodecon. Rare exceptions are made to this rule for missions of the Crown, only if the request to remove an item



is approved by the Vizier, to whom the High Librarian reports. Petitions by the Court or the Council to make a resource available to a particular mission are normally approved if there is no danger of losing a precious part of Charonti heritage.

THE KNOWN SPELLS

The lists that follow are taken from the current annals of the Dodecon, which has recorded all spells that are known to exist and that may be employed by wizards who have learned how to cast them. At any given time, these lists may not include every spell in existence. All newly researched and recovered spells are expected to be registered in the Dodecon, but sometimes a spell does not appear in the registry because the queen thinks it is not prudent to make its existence a matter of public knowledge. In addition, some colleges are rumored to husband some spells secretly, with or without

SEARCH FOR MAGIC

Though much has been recovered, there are many spells and magical items that remain mere legends. This provides the key for adventuring in Charonti society – the search for ancient magic.

There are two ways the old magic may be recovered: searching through the ruins, or through experimentation and research. Both have their challenges and chances of success, and both lead to opportunities for adventure. In order to provide many adventures, each magic quest should be targeted at finding one specific lost magical spell or item.

Searching the Ruins

To search the ruins requires many things: knowledge, time, money, resources, and luck.

First, the Ancients records must be studied to find a clue about an ancient magic and where it might lie. Often the harvesting of magic may depend on some calendar event or special timing, and so everything must be carefully planned. Then there is the need to recruit money and resources to outfit the expedition to the ruins. One's mentor, the guilds, colleges, or the Crown might support the effort if the information seems really good. But in this lies the seeds of conflict, because rivals may learn of the expedition's purpose and may try for the item themselves. Intrigue makes the quest worthwhile.

And then there are the dangers of the ruins to face. There will be wards, guardians, wild beasts, dangers, and even the Wasting Plague to face.

Scholarly Research

Analytical experimentation faces similar challenges to searching the ruins. First, an idea must be conceived and a relation to current knowledge defined. Then intelligence, time, money, resources, magical components, and luck are needed.

Money and knowledge must be gained through supporters and investigation. And then there are the arcane components necessary to complete the magic; harvesting these components will require precise calendar-event timing and dangerous hunting.

Results?

The end results are never certain or guaranteed, and make for even more adventure excitement.

Things may not be what they seem. Misinformation (poor translations) can result in not finding what was expected. Miscalculations or sabotage can result in reverse effects, partial effects, unpredictable effects, misfires and more. And usually such corruption results in a loss of one's investment. Finally, there is always the chance that any magic will be infected by some strain of the Wasting Plague, and then the treasure is like a poisoned jewel.

Whatever the case, magic means adventures!

the sanction of the queen. Many new and exciting forms of magic await discovery among the ruins, but they will only be uncovered by characters who are willing to brave the dangers there.

The following listed spells are grouped by

schools. Those given in *italic type* are elder spells and may be learned by any Charonti wizard. All other spells are specialty spells and may only be learned by specialists of the appropriate school (given in parentheses after the name of the school).

KNOWN SPELL LISTS

Spells not listed below are unknown and must be either discovered in the ruins or researched in the lab. Many high level spells remain lost.

Abjuration (Wardens)

- 1st level: alarm, *cantrip*, protection from evil, protection from *cantrips*
- 2nd level: protection from interruption, protection from supernatural
- 3rd level: dispel magic, nondetection, protection from evil 10' radius, protection from harm, protection from normal missiles
- 4th level: remove curse
- 6th level: antimagic shell, globe of invulnerability

Alteration (Porters)

- 1st level: *cantrip*, color spray, comprehend languages, erase, feather fall, hold portal, light, shocking grasp, spider climb
- 2nd level: continual light, darkness 15' radius, knock, levitate, magic mouth, wizard lock
- 3rd level: blink, explosive runes, fly, haste, infravision, Melf's minute meteors, slow, water breathing, wraithform
- 4th level: dimension door, plant growth
- 5th level: teleport
- 6th level: control weather, guards and wards
- 8th level: permanency

Conjuration/Summoning (Shadow Mages)

- 1st level: armor, *cantrip*, find familiar, grease, Nefti's spell recall, unseen servant
- 2nd level: glitterdust, summon swarm
- 3rd level: flame arrow, monster summoning I, sepia snake sigil, summon person

Enchantment/Charm (Artificers)

- 1st level: *cantrip*, charm person, friends, hypnotism, sleep, taunt
- 2nd level: ambulate object, bind, forget, improved concentration, ray of enfeeblement, repair machine, scare, Tasha's uncontrollable hideous laughter
- 3rd level: enchant automaton, hold person, imbue with proficiency, suggestion
- 6th level: enchant an item, geas

Illusion/Phantasm (Sandmen)

- 1st level: audible glamor, *cantrip*, change self, document, phantasmal force, spook, ventriloquism
- 2nd level: blindness, blur, hypnotic pattern, improved phantasmal force, invisibility, misdirection
- 3rd level: invisibility 10' radius, remote document, spectral force, wraithform
- 4th level: minor creation
- 5th level: advanced illusion

Invocation/Evocation (Galvanists)

- 1st level: alarm, *cantrip*, magic missile, shield, shocking grasp*, Tenser's floating disc, wall of fog
- 2nd level: flaming sphere, stinking cloud
- 3rd level: galvanic amnesia, lightning bolt, Melf's minute meteors
- 4th level: galvanize dead
- 5th level: spark of life, spellburn, wall of force

* In the Charonti frame of reference, this spell is of the school of invocation as well as alteration.

Lesser/Greater Divination (Finders)

- 1st level: *cantrip*, detect magic, detect undead, identify, read magic
- 2nd level: detect charming, detect evil, detect invisibility, ESP, know alignment, locate object, sonic image
- 3rd level: clairaudience, clairvoyance, examine memory, steal spell
- 6th level: legend lore, true seeing

Necromancy (Renders)

- 1st level: *cantrip*, chill touch, create shard of control, detect undead, rend the dead
- 2nd level: bone to steel, resistance to turning, spectral hand, wait for rending
- 3rd level: feign death, hold undead, vampiric touch, speak with dead
- 5th level: animate dead, transmigration
- 7th level: control undead

Specialists treat elder spells of their school like a specialty spell. Thus, even though the alteration spell *light* is an elder spell that can be learned by any wizard, a Porter (specialist in the school of alteration) treats it as a specialty spell for purposes of being able to carry extra spells, gaining saving throw bonuses, learning the spell, and so forth.

New spells are listed in **bold type** and are described later in this chapter.

Any spell not listed here is considered officially lost. It may or may not exist among the ruins or in the safekeeping of the Crown.

NEW WIZARD SPELLS

FIRST-LEVEL SPELLS

Create Shard of Control (Necromancy)

Range: Touch Casting Time: 1 turn
Components: V, S Area of Effect: 1 zombie/
skeleton
Duration: Permanent Saving Throw: Neg.

This spell allows a render to extract a shard of bone from a *serathi* (zombie) or *serataar* (skeleton), the possession of which gives its owner control over that undead. The creature will execute to the best of its ability the verbal commands of any person who holds its shard. This shard does not enable the undead to communicate, nor to understand complex commands.

Only one shard can be in effect at any time for a single creature; if a second one is created, the first becomes inert. This spell may be used to replace a shard that was created during the casting of the spell *rend the dead*. However, once a shard has been created for a creature it will not willingly allow a new shard to be created by a render whose control it is not already under. It will fight until it is destroyed, unless it is magically held or somehow restrained. The creature will always obey the holder of the most recent shard created to control it.

Document (Illusion/Phantasm)

Range: Special Casting Time: 1 rd.
Components: V, S Area of Effect: Caster
Duration: 1 hr./level Saving Throw: None

This spell allows a sandman to record a visual and aural document of the events he witnesses, which can then be recreated later in the form of an illusion. Once the spell is cast, the wizard be-

gins to accumulate an accurate record of everything he sees and hears for a number of hours equal to the level of the caster. The documenting process cannot be interrupted (as the casting of the spell can be), and the caster need not concentrate to maintain the accumulation of information. The sandman may cast other spells and engage in combat without disturbing the spell effect. He may stop a document in process at any time but may not restart it. The information accumulated to that point will still be available.

Once a document is completed, it continues to occupy a spell slot in the sandman's memory as a repository of the recorded information. He may keep the information stored there as long as the spell slot is left open and not used to memorize another spell. At any time the sandman may replay the stored information as an illusory construct of images and sound, projecting the images at a distance of up to 10 yards per level of the caster. He may not alter the sounds or images in any other way. Once the replay has begun, the document will be played back in its entirety unless the illusion is dispelled by a warden of higher level than the sandman who created the illusion. As long as the spell slot it occupies remains unused, the sandman may replay the recorded document once per day. If the sandman ever memorizes a spell that would need to be stored in that slot, the information is lost.

At 8th level a sandman may copy a recorded document onto a scroll, which causes the illusion to be lost from memory but allows another person to later call up the illusion from the scroll.

Nefti's Spell Recall (Conjuration/Summoning)

Range: 0 Casting Time: 1 turn
Components: V, S, M Area of Effect: Caster
Duration: 1 day Saving Throw: None

This spell allows a wizard to select spells for casting during the course of a day rather than commit them to memory when the day begins. This spell, however, must be memorized for that ability to be used.

Unlike most spells, Nefti's *spell recall* is treated as a spell of varying level depending upon the spell level that the wizard seeks to affect. For example, if a spell-caster wants flexibility with regard to which 1st-level spells he may cast during the day, he memorizes Nefti's *spell recall* as a 1st-level spell—after which he is not required to commit any other 1st-level spells to memory. Any other 1st-level spell available to the wizard may be cast at any time during the next 24 hours. The caster is limited only by the number of unused spell slots remaining. For instance, a 5th-level specialist who casts Nefti's *spell recall* as a 1st-level

the sanction of the queen. Many new and exciting forms of magic await discovery among the ruins, but they will only be uncovered by characters who are willing to brave the dangers there.

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- 4th level: remove curse
- 6th level: antimagic shell, globe of invulnerability

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- 2nd level: continual light, darkness 15' radius, knock, levitate, magic mouth, wizard lock
- 3rd level: blink, explosive runes, fly, haste, infravision, Melf's minute meteors, slow, water breathing, wraithform
- 4th level: dimension door, plant growth
- 5th level: teleport
- 6th level: control weather, guards and wards
- 8th level: *permanency*

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- 1st level: armor, *cantrip*, find familiar, grease, Nefti's spell recall, unseen servant
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- 1st level: *cantrip*, detect magic, detect undead, identify, read magic
- 2nd level: detect charming, detect evil, detect invisibility, ESP, know alignment, locate object, sonic image
- 3rd level: clairsaudience, clairvoyance, examine memory, steal spell
- 6th level: legend lore, true seeing

Necromancy (Renders)

- 1st level: *cantrip*, chill touch, create shard of control, detect undead, rend the dead
- 2nd level: bone to steel, resistance to turning, spectral hand, wait for rending
- 3rd level: feign death, hold undead, vampiric touch, speak with dead
- 5th level: animate dead, transmigration
- 7th level: control undead

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FIRST-LEVEL SPELLS

Create Shard of Control (Necromancy)

Range: Touch Casting Time: 1 turn
Components: V, S Area of Effect: 1 zombie/
skeleton
Duration: Permanent Saving Throw: Neg.

This spell allows a render to extract a shard of bone from a *serathi* (zombie) or *serataar* (skeleton), the possession of which gives its owner control over that undead. The creature will execute to the best of its ability the verbal commands of any person who holds its shard. This shard does not enable the undead to communicate, nor to understand complex commands.

Only one shard can be in effect at any time for a single creature; if a second one is created, the first becomes inert. This spell may be used to replace a shard that was created during the casting of the spell *rend the dead*. However, once a shard has been created for a creature it will not willingly allow a new shard to be created by a render whose control it is not already under. It will fight until it is destroyed, unless it is magically held or somehow restrained. The creature will always obey the holder of the most recent shard created to control it.

Document (Illusion/Phantasm)

Range: Special Casting Time: 1 rd.
Components: V, S Area of Effect: Caster
Duration: 1 hr./level Saving Throw: None

This spell allows a sandman to record a visual and aural document of the events he witnesses, which can then be recreated later in the form of an illusion. Once the spell is cast, the wizard be-

gins to accumulate an accurate record of everything he sees and hears for a number of hours equal to the level of the caster. The documenting process cannot be interrupted (as the casting of the spell can be), and the caster need not concentrate to maintain the accumulation of information. The sandman may cast other spells and engage in combat without disturbing the spell effect. He may stop a document in process at any time but may not restart it. The information accumulated to that point will still be available.

Once a document is completed, it continues to occupy a spell slot in the sandman's memory as a repository of the recorded information. He may keep the information stored there as long as the spell slot is left open and not used to memorize another spell. At any time the sandman may replay the stored information as an illusory construct of images and sound, projecting the images at a distance of up to 10 yards per level of the caster. He may not alter the sounds or images in any other way. Once the replay has begun, the document will be played back in its entirety unless the illusion is dispelled by a warden of higher level than the sandman who created the illusion. As long as the spell slot it occupies remains unused, the sandman may replay the recorded document once per day. If the sandman ever memorizes a spell that would need to be stored in that slot, the information is lost.

At 8th level a sandman may copy a recorded document onto a scroll, which causes the illusion to be lost from memory but allows another person to later call up the illusion from the scroll.

Nefti's Spell Recall (Conjuration/Summoning)

Range: 0 Casting Time: 1 turn
Components: V, S, M Area of Effect: Caster
Duration: 1 day Saving Throw: None

This spell allows a wizard to select spells for casting during the course of a day rather than commit them to memory when the day begins. This spell, however, must be memorized for that ability to be used.

Unlike most spells, Nefti's spell recall is treated as a spell of varying level depending upon the spell level that the wizard seeks to affect. For example, if a spell-caster wants flexibility with regard to which 1st-level spells he may cast during the day, he memorizes Nefti's spell recall as a 1st-level spell—after which he is not required to commit any other 1st-level spells to memory. Any other 1st-level spell available to the wizard may be cast at any time during the next 24 hours. The caster is limited only by the number of unused spell slots remaining. For instance, a 5th-level specialist who casts Nefti's spell recall as a 1st-level

spell would have four slots unused. The next day, he may decide what spell is dedicated to each of those four slots. He may cast the same spell repeatedly if desired.

This spell may be memorized more than once, treating it as a spell of a different level each time. For example, if a caster wants flexibility with both his 1st- and 2nd-level spells, he may memorize it twice, filling a 1st-level and a 2nd-level slot. The effect of the spell ends prematurely if the wizard pauses to memorize any spells while it is still in effect.

The material component for this spell is the wizard's spell book, which must be in his possession for him to be able to cast any spell(s) of the level(s) at which Nefti's spell recall was memorized.

Rend the Dead (Necromancy)

Range: Touch Casting Time: 8 hrs.
Components: V, S, M Area of Effect: 1 creature
Duration: Permanent Saving Throw: Neg.

This spell allows a render to perform a ritual of distillation on human corpse. The ritual requires eight hours and must be started within three days of the person's death. The rending process allows the wizard to create a *serathi* or *serataar* as well as a shard of control that is used to control the creature. (See the spell *create shard of control*, described earlier in this chapter.) A 5th level render may use this spell to create a *shaddoc*.

Special note: The effect and function of *rend the dead* is similar to the elder spell *animate dead*—both allow for the creation of skeletons and zombies—but there are two important differences between *animate dead* and the way the spell is described in the Player's Handbook:

1. *Animate dead* does not give the caster automatic control over the undead creature(s) that are created. The skeletons or zombies brought into existence cannot move or perform any tasks until *create shard of control* is used on each of them. The principal function of *animate dead* in Charonti culture is to prepare several bodies at one time for eventual use as *Charonath*, whereas each casting of *rend the dead* is only effective on a single creature.

2. Although such magic is within the capabilities of the spell, no dutiful Charonti will ever use *animate dead* on any subject other than Charonti. Anyone who is caught animating any other type of creature will be stripped of his ability to cast the spell and put under a *geas* that prevents him from ever learning the spell again, and the creatures that were created will be summarily destroyed.

SECOND-LEVEL SPELLS

Ambulate Object (Enchantment/Charm)

Range: Touch Casting Time: 1 rd.
Components: V, S Area of Effect: 1 object
Duration: 1 day/level Saving Throw: None

An artificer can make an ambulatory version of any item of miscellaneous equipment by using this spell. The item must be outfitted with two or more small legs to enable it to move. This manufacturing process, which must be undertaken before the spell is cast, requires one day for every 10 gp in value of the finished product (for example, 2 days for a large chest but only half a day for a bucket).

An object is activated and deactivated by a command word. When activated, it will respond to any human voice and will follow simple instructions that require no decision-making, such as, "Follow me," "Go to the bedroom," or "Wait here until I return." An ambulatory object has a maximum MV rate of 6. Such items cannot be ordered to attack, but positioning them in the way of pursuers may serve as an obstacle. These devices are not stealthy and tend to make noise when moving about, which generally prevents them from being effectively used to harm people by tripping or pushing them.

The object will continue to respond to instructions for 1 day per level of the spell-caster, after which it becomes inert and must be enchanted again (but no time is needed to manufacture and install the legs, which are already in place). A *permanency* spell may be used in conjunction with this spell to avoid having to cast it repeatedly on the same object.

This is also the spell an artificer uses to activate a clockwork familiar after construction of the item is completed. See *Artificer kit* in Chapter Three.

Bone to Steel (Necromancy)

Range: Touch Casting Time: 1 turn
Components: V, S Area of Effect: 1 cu. ft./level
Duration: Permanent Saving Throw: None

This spell causes bone to become as strong and hard as steel. It alters the appearance of the bone only in giving it a slightly glossy sheen. The spell is used most commonly to increase the strength of bone weapons. Also, casting this spell on an animated skeleton or a machine made of bone improves its natural Armor Class by 2 points.

Detect Charming (Divination)

Range: 0 Casting Time: 2
Components: V, S Area of Effect: 10-ft wide path
Duration: 5 rds./level Saving Throw: Neg.

This spell reveals the existence of enchantments, charms, psionics, and mind-affecting magic that controls or influences a creature's behavior. When a finder casts *detect charming*, he is able to see a faint red glow emanating from the eyes of any charmed creature within the area of effect. It does not reveal the source of the enchantment, nor does it affect the enchantment in any way. The detection is effective along a 10-foot-wide path limited to line of sight.

Improved Concentration (Enchantment/Charm)

Range: Touch Casting Time: 5
Components: V, S, M Area of Effect: Touch
Duration: 1 rd./level Saving Throw: None

This spell allows an artificer to improve another person's ability to successfully read a particular wizard spell scroll, which must be in the possession of the recipient when the spell is cast. For this spell to succeed, the recipient must be able to read magic, but need not have the ability to use wizard scrolls. While under the influence of this spell, the recipient gains a +5% bonus per level of the caster to successfully use the scroll. This bonus can never improve the chance of success above 95%. The spell is only effective if the level of the scroll spell is less than or equal to the highest-level spell the artificer could normally cast.

The material component is a piece of paper.

Protection From Interruption (Abjuration)

Range: Touch Casting Time: 1 rd.
Components: V, S Area of Effect: 1 wizard
Duration: 1 rd. Saving Throw: None

This spell allows the recipient to attain a degree of concentration so that any spell he casts the following round is difficult to interrupt. If a warden completes the *protection from interruption* spell successfully (and without interruption), the recipient receives a saving throw vs. spell to negate the effect of any event in the next round that would ordinarily disrupt a spell. The event still transpires, but if the saving throw succeeds then the wizard's concentration is not broken—unless the event causes damage that reduces the wizard to 0 or fewer hit points. A failed saving throw simply indicates that concentration has been broken and the spell is lost as it would be normally.

Protection From Supernatural (Abjuration)

Range: Touch Casting Time: 1
Components: V, S, M Area of Effect: 1 creature
Duration: 2 rds./level Saving Throw: None

This spell protects the recipient from the effects of natives of the supernatural realm and their servants in the material world. When cast, the spell creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient.

All attacks made against the protected creature by priests who serve creatures of the supernatural or by creatures who are not native to the material world are made with -2 penalties to their attack rolls; any saving throws allowed by such attacks are made with a +2 bonus.

An attempt by a supernatural being to exercise magical control over the protected creature is blocked by this spell, if such an attempt involves magic equal to or lower in level than this spell (such as *charm person*, *forget*, *command*, and *enthrall*).

While protected by this spell, a creature cannot be summoned away from the material realm.

The spell ends prematurely if the protected creature makes a melee attack against a supernatural creature or attempts to force the barrier against it.

To cast this spell, the wizard must trace a 3-foot-diameter circle on the ground with 20 gp worth of powdered gold.

Repair Machine (Enchantment/Charm)

Reversible
Range: Touch Casting Time: 5
Components: V, S Area of Effect: 1 object
Duration: Permanent Saving Throw: None

When casting this spell and laying his hands upon a damaged machine, automaton, or object, an artificer causes 1d6 points of damage to be repaired. Note that this spell is not effective on undead.

The reverse of this spell, *damage machine*, inflicts 1d6 points of damage. If the target of the spell tries to avoid the touch, an attack roll is needed to determine if the caster strikes the object and causes the injury.

Resistance to Turning (Necromancy)

Range: Touch Casting Time: 1 turn
Components: V, S, M Area of Effect: 1 cu. ft./level
Duration: Until dispelled Saving Throw: None

This spell gives any undead creature upon which it is cast a saving throw vs. spell to avoid being turned by a priest. If the saving throw is

failed, the undead creature can be turned, controlled, or dispelled normally. If the creature makes a successful saving throw, it should be treated as though the character attempting to influence the undead creature simply failed. The magic is dispelled when a saving throw is attempted, whether or not it succeeds.

Sonic Image (Divination)

Range: 0 Casting Time: 2
Components: V, S Area of Effect: 120-yd. radius
Duration: 2 rds. Saving Throw: None

This spell allows a finder to map the solid structures within the spell's area of effect. When cast the wizard is instantly aware of the location of objects having the density of earth, stone, or metal in the horizontal plane along his line of sight up to the limit of the area of effect. This information is revealed only for a level plane; the caster cannot gain information about structures above or below him by tilting his head. Information is revealed only about the object or surface nearest to the caster. This spell does not enable him to "see through" a stone wall—but it would tell him about the existence of another distant wall if the spell is directed so that it passes through an open doorway in the near wall. Wood and organic organisms are not revealed by this spell, nor are elemental forces such as fire or water.

Wait for Rending (Necromancy)

Reversible

Range: Touch Casting Time: 5 rounds
Components: V, S Area of Effect: 1 creature
Duration: 1 day/level Saving Throw: None

This spell allows a render to extend the amount of time that a corpse may lie dormant before the rending process begins. Normally, a corpse cannot be *rended* properly if the ritual is not begun within three days of the death. After that time an ordinary *animate dead* spell can still be used, but the animated creature will not be a true Charonath and cannot be enhanced by enchanted gems, nor is there any hope of distilling a shaddoc if the corpse is not *rended*. This spell extends the time before which the corpse must be *rended* by one day per experience level of the caster. It may be cast repeatedly on one corpse, but each attempt after the first will reduce the render's chance of successfully rending the corpse by 10%.

A single casting of the reverse of this spell, *never rending*, destroys any hope of rending a character regardless of how long he or she has been dead.

THIRD-LEVEL SPELLS

Enchant Automaton (Enchantment/Charm)

Range: Touch Casting Time: 1 rd.
Components: V, S, M Area of Effect: 1 item
Duration: Special Saving Throw: None

This spell allows an artificer to animate and control a construct of bone and metal. These creatures are created for the purpose of performing simple manual labor, and may be used for other more elaborate tasks when further enchanted by *imbue with proficiency*.

Automatons are normally constructed to look like fanciful bone animals or humanoid skeletons. They are often provided with extra limbs for the purpose of performing a particular task.

An automaton has the combat abilities of a skeleton, except that its movement rate is only 6. An automaton will obey the simple commands of the character who enchants it. The construct is not an undead creature, which means it cannot be turned and does not detect as undead. Even an automaton having a humanoid shape is unlikely to be mistaken for an undead skeleton because of its elaborate construction.

To keep an automaton under his control, a wizard must keep one spell slot open in his memory. The automaton will function until destroyed or until the wizard decides to memorize a spell that occupies the empty slot, whereupon the construct will become inert. It must be enchanted again through the casting of this spell before it can be controlled again. It is possible for a wizard to enchant and control a number of automatons equal to his total number of spell slots, but in such a case the character will not be able to memorize any spells while they are active. At 10th level a wizard need no longer dedicate spell slots to controlling his automatons.

The material component for this spell is a fully assembled automaton.

Examine Memory (Divination)

Range: Touch Casting Time: 1
Components: S, M Area of Effect: 1 wizard
Duration: 1 rd. Saving Throw: Neg.

The *examine memory* spell allows a finder to determine what spells another wizard has memorized. The caster must be holding or carrying a possession of the intended target and must touch the target at the instant when the spell is cast. If the target fails his or her saving throw, the caster immediately knows which spells the other person has recently memorized (not including spells that have been cast already that day and are no longer

memorized). If the saving throw succeeds, the caster learns nothing.

Galvanic Amnesia (Invocation/Evocation)

Range: Touch Casting Time: 5
Components: V, S Area of Effect: 1 person
Duration: Special Saving Throw: Neg.

This spell allows a galvanist to use powerful currents of electricity to induce a state of amnesia in a person. If the intended target fails his saving throw, he will not remember who he is or what his purpose may be. He will not recall any spells he may have memorized. The victim will understand the basic principles of society and the operation of common objects, but will have no weapon or non-weapon proficiencies.

At the end of every hour during which the victim has remains awake, he is allowed a Wisdom ability check to determine if his memory returns, with a positive modifier to the die roll of 1 point for each level of the caster above 5th. For instance, if a 10th-level galvanist uses this spell on a victim with a Wisdom of 16, an unmodified die roll of 11 or lower is needed to avoid the effects of the spell. The priest spells *cure disease* and *heal* will negate the amnesia.

The material component for this spell is two pieces of cloth soaked in alcohol that are held against the target's temples during the casting of this spell.

Imbue With Proficiency (Enchantment/Charm)

Range: Touch Casting Time: 1 rd.
Components: V, S Area of Effect: 1 automaton
Duration: Special Saving Throw: None

This spell allows an artificer to give an automaton any single non-weapon proficiency for which the relevant ability is a physical one (Strength, Dexterity, or Constitution). The lone exception is Endurance, which an automaton is not capable of possessing. The automaton must make a successful proficiency check to employ the ability. When an artificer reaches 10th level, he may choose to have an automaton's proficiency checks made against his Intelligence, instead of the relevant ability that corresponds to the proficiency.

At 5th level an artificer may imbue an automaton with a proficiency for a period of 1 hour per level of the wizard, minus 2 hours for each slot required by the skill. At 7th level the spell lasts for a period of days equal to that number, and at 10th level the spell lasts for that number of weeks. For instance, a 7th-level artificer can imbue an automaton with *Set Snares* for a period of 3 days (7 minus [2 x 2 slots]).

The strain of this spell upon an automaton is

tremendous. At the end of the spell's duration, the automaton suffers 1d4 points of damage and becomes inert. An artificer must fix the damage (using *repair machine*) and re-enchant the automaton before this spell can be used upon it again.

Protection From Harm (Abjuration)

Range: Touch Casting Time: 8
Components: V, S Area of Effect: 1 creature
Duration: 1 turn/level Saving Throw: None

This spell creates a magical barrier around the target that absorbs any normal physical damage directed at the caster for one round before dissipating. The barrier moves with the recipient at a range of 1 foot. Any damage that would be delivered by physical attacks or falling is negated. However, the barrier drops at the end of the first round in which it absorbs any damage. Thus, if a roof collapsed on someone who was protected, the initial crushing damage would be avoided, but the weight of the roof would still bear down on that person after the barrier had dissipated. The spell does not protect the recipient from spell effects that cause damage (and the barrier is not dissipated by damage of this sort), but it will block magical weapons for one round.

Remote Document (Illusion/Phantasm)

Range: Touch Casting Time: 1 turn
Components: V, S Area of Effect: 1 object
Duration: 1 hr./level Saving Throw: None

This spell allows a sandman to use a nonliving object to record and later display images and sounds to which it is exposed. Beginning in the round after the casting is completed, the object will keep a record of the light and sound surrounding it at a distance of 20 feet for the duration of the spell. The information will be retained in the object as long the sandman does not memorize a spell to fill the slot that had been occupied by *remote document* before it was cast. If the wizard does memorize a spell in the vacant slot, the object will lose the information it has stored.

If the spell slot is kept open, the object will replay the information it has collected in the form of an illusion whenever the wizard touches the object and wills it to reveal what it has recorded. The illusion will be centered on the object and will fill a 20-foot-radius area around the object. If the illusion is replayed inside an area too small to contain the entire recording, only the part that fits within that area will be seen and heard.

At 8th level a sandman may assign a command word to the object that will allow anyone to trigger the projection of the illusion by uttering it.

An object affected by this spell will radiate

magic. Documenting is a form of scrying. Characters protected by *nondetection* will not show up in the replay of the information, although the consequences of their actions will certainly be recorded.

Charonath and automatons may be invested with this spell, and may move while recording images.

Speak With Dead (Necromancy)

Range: 0 Casting Time: 1 turn
Components: V, S Area of Effect: 1 creature
Duration: Special Saving Throw: Special

Upon casting *Speak With Dead*, a render is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. This spell is identical to the 3rd-level priest spell of the same name, except the wizard needs no material component.

Steal Spell (Divination)

Range: Touch Casting Time: 1
Components: S, M Area of Effect: 1 creature
Duration: 1 rd. Saving Throw: Neg.

This spell allows a finder to remove a spell from another wizard's memory. The caster must know the identity and effects of the spell that is being stolen (through the casting of *Examine Memory*), but need not actually know how to cast the spell.

If the target fails the saving throw and the spell is one that the caster knows, then the spell is removed from the target's mind and placed in the caster's memory, treated as a temporary bonus spell. It may be cast at any time thereafter as long as the caster has the material components to do so.

If the stolen spell is one that the caster is capable of using, but the caster has not yet learned the spell, it will be placed in the caster's memory only if (a) there is an open spell slot available and (b) the caster makes a successful system shock check. If either of these conditions is not true, the spell is lost, and, in addition, if the check is failed, the caster suffers 1d6 points of damage.

If the stolen spell is one that the caster cannot use (a specialty spell of another school), it is removed from the target's memory and no other effect occurs.

The material component for this spell is a possession belonging to the intended target.

Summon Person (Conjuration/Summoning)

Range: Unlimited Casting Time: 5
Components: V, S, M Area of Effect: Special
Duration: 2 rds. +1 rd./level Saving Throw: Neg.

By casting this spell, a shadow mage is able to magically summon a specific individual from any other location in the material world. If an unwilling target of the spell makes a successful saving throw vs. spell, he remains wherever he is. If the saving throw fails (or if the recipient is willing), the summoned individual appears 10 feet in front of the caster. There is a 1-point penalty or bonus to the saving throw for each level of difference between the caster and the target. Thus, a 9th-level character would have a 4-point bonus to his saving throw if summoned by a 5th-level wizard. The individual summoned must be a person that the caster has touched. The target of the spell is in no way under the control or command of the caster.

To cast this spell, the wizard must stand within a 10-foot-diameter circle of bone ash. This circle serves to protect the caster from the summoned individual, who cannot cross the line of ash or launch physical attacks across the line. The caster gains a +4 bonus to saving throws against spells cast by the summoned person. If the caster leaves the circle, the summoned person may attack physically or magically without penalty.

Any damage suffered by the summoned person while affected by this spell is also suffered by the summoning wizard. At the end of the spell's duration, the target returns to wherever he was summoned from. (The caster may end the spell prematurely if desired.) Note that a dead or unconscious person cannot be summoned.

The material component for this spell is a possession of the person being summoned.

FOURTH-LEVEL SPELLS

Galvanize Dead (Invocation/Evocation)

Range: Touch Casting Time: 5 rds.
Components: V, S, M Area of Effect: 1 creature
Duration: 1 hr./level Saving Throw: None

This spell allows a galvanist to temporarily animate a human corpse that will function like a common zombie. The magic causes the dead creature to obey the simple commands of the caster. The creature remains animated for a number of hours equal to the wizard's level, after which it will collapse into charred dust. The remains of a galvanic zombie cannot be reanimated. A galvanic zombie is treated as a common zombie (2 HD) regardless of the race or level of the individual whose corpse is animated.

Galvanized zombies cannot be turned by priests. They are not Charonath and may not use enchanted gems of the Charonath to enhance their abilities.

The material component for this spell is a pair of frog's legs.

FIFTH-LEVEL SPELLS

Spark of Life (Invocation/Evocation)

Range: Touch Casting Time: 1
Components: S, M Area of Effect: 1 character
Duration: Special Saving Throw: Special

This spell allows a galvanist to restore life to a dead human. The magic will not work on someone who has been dead for a number of days greater than the caster's level.

The body of the person must be whole, or otherwise missing parts remain missing. Likewise, other ills such as poison or disease are not negated. The person raised from the dead loses 2 points of Intelligence and must roll a successful system shock check to survive the ordeal. Furthermore, the raised person is weak and needs a minimum of a full day of bed rest for each day or fraction thereof that he was dead. The raised character is fully restored in hit points, however. A person raised by the *spark of life* will also suffer from amnesia for a number of days equal to the time the character was dead.

The material component for this spell is a piece of copper that is placed on the subject's chest.

Spellburn (Invocation/Evocation)

Range: Touch Casting Time: 5
Components: V, S, M Area of Effect: 1 wizard
Duration: Special Saving Throw: Special

This spell allows a galvanist to electrically overload the neurons in the target's brain in such a way to erase knowledge of a particular spell. If the target makes a successful saving throw, he suffers 1d4 points of electrical damage and only loses knowledge of the single spell specified by the galvanist in the casting. If the target fails the saving throw, in addition to the damage and spell loss he loses an additional spell for each point by which the saving throw failed. These additional lost spells are determined randomly by the DM. Note that the spells do not need to be in memory at the time of the *spellburn*; they simply need to be spells he knows.

A character who has had spells burned from his memory cannot relearn those spells for a period of one month per level of the spell. The rele-

vant page(s) in the wizard's spell book will simply be incomprehensible to him, and no amount of instruction will enable the character to read what is written there. Burned spells must be treated as newly acquired spells for the purpose of relearning them. The wizard must make a successful percentage roll as though learning it for the first time.

Note that *spellburn* is closely guarded by the College of Invocation on behalf of the Crown. It may be only cast legally by a high-level galvanist upon the direction of a Jurist of 6th level or higher, and is normally only used as a means of punishment or crime prevention.

Transmigration (Necromancy)

Range: Touch Casting Time: 1 turn
Components: V, S Area of Effect: 1 person
Duration: Permanent Saving Throw: None

This spell enables a caster to allow a dead person's spirit to find a new home in the material world, within another creature that is being born. Unlike *reincarnation*, the new manifestation does not appear in the area of the spell-caster, but rather will be born as a Charonti infant somewhere on Jakandor within one week of the spell's casting. The transmigrated character recalls none of his or her past life, but will have ability scores identical to what they were in the previous life. Since the person is a newborn, he or she will obviously have no level and no profession (yet). The caste into which the child is born should be determined by rolling percentile dice: 01-10 = scholar, 11-40 = guildsman, 41-99 = outcast, and 00 = royal family. A character using *true seeing* and looking into a transmigrated character's eyes will be able to discern who the character was in the life immediately prior to the present one.





NEW PRIEST SPELLS

FIRST-LEVEL SPELLS

Know Calling (Divination)

Sphere: Divination

Range: 10 yds. Casting Time: 1 rd.

Components: V, S Area of Effect: 1 person

Duration: Instantaneous Saving Throw: Neg.

A know calling spell enables a Jurist to identify the vocation in life to which the target would be best suited. The Jurist must remain still and concentrate on the subject for a full round. If the subject makes a successful saving throw, the caster learns nothing about that particular person from that casting.

SECOND-LEVEL SPELLS

Divine Match (Divination)

Sphere: Divination

Range: 10 yards

Casting Time: 1 rd.

Components: V, S, M

Area of Effect: 1 person

Duration: 1 turn

Saving Throw: None

Divine match can make it possible for a priest to determine who would be best suited as a mate for the subject. If neither the caster nor the subject has met the person to whom the subject is best suited, the priest will only be able to say that the subject has not yet met his or her match. If the caster has never met the person to whom the subject is best suited but the subject has, the caster will be able to say that the subject has indeed met his or her match but will not be able to identify the person. If both the caster and the subject have met the person to whom the subject is best suited, the priest will be able to provide the name of the subject's prospective mate.

Marrying a divine match will provide a character with +10% to experience gained. And children of such a match will gain +1 in any one ability score.

SPECIAL MAGICAL ITEMS

The magical items described below are created under a special commission of the Crown and are awarded, loaned, or sold only to characters who demonstrate exceptional merit and dedication to the just society.

RING OF SPELL RECALL

It is said that the first rings of spell recall were forged under Nefti's supervision after the Congregation. This item completely frees a wizard from having to memorize spells and allows him to choose the spells he will cast as needed throughout a day. Of course, the number of spells he can cast of any level cannot exceed the number that would be normally available to him, nor can the spells cast be any that the wizard does not know and are not presently in his spell book. This ring is only given to wizards who have shown great dedication to the service of the Crown.

PENDANT OF THE JUST SOCIETY

This pendant can only be used by Jurists of the Crown. It is magically tuned to an individual character and presented to the person when he or she is commissioned as a jurist. The pendant only works if it is worn around the neck. When the wearer of the pendant makes the statement, "In the name of the queen's justice, I hereby bind you to . . ." followed by an instruction or command, a specified subject within 10 feet of the Jurist will be magically geased. A glowing red mark with the personal seal of the sentencing Jurist appears on the character's forehead and will remain there until the assigned task is completed. A character may only be subject to the geas of one pendant at a time. A higher-level Jurist may use his pendant to dispel or replace a geas placed by a lower-level jurist.

AMULET OF PURE LIGHT

This amulet is a piece of bright sunstone suspended on a chain. It will emanate a *sunray* spell once per day upon the utterance of a command word by the wearer. The magic will cleanse the Wasting Plague from any creature or object within its area of effect, but should be handled with care near Charonath, who will suffer damage normally as if exposed to a *sunray* spell.

HOME GATE

This device is frequently used to teleport between the site of an expedition and the Charonti Civil Centers. A temporary *home gate* consists of three bone "javelins." Two of these have a sharpened point at one end and a Y-shaped notch at the other. After the pointed ends of these are driven into the ground (or otherwise attached to some sort of foundation), the third piece is laid in the cradle formed by the notches to make a square archway. Permanent *home gates* are made of stone carved with arcane sigils.

When properly supported, assembled, and oriented, the device becomes a dimensional door to another home gate. The gates are always manufactured in a set of matching pairs. If one gate is not properly assembled, the other will not transport anything passing through it. If both sides are active, creatures and objects may move freely from one destination to the other. It requires twelve uninterrupted hours to properly assemble and orient one home gate, due to the complex calculations and minute adjustments that tune the device to its destination. A porter, however, can do the work in just one hour.

PERFECT VALISE

This small chest, 2 feet square and 1 foot deep, is teleportedly linked to an identical chest. The chests, in fact, share a single interior space. Anything placed in one can be immediately seen in and withdrawn from the other the moment the first chest is closed. Any item that can fit in a closed chest can be sent to the companion chest, the lid of which must be open to receive the item. These chests are often used as dumbwaiters in the laboratories of the spell schools. They are also used on long journeys to enable apprentices to assist their mentors from a distance. Notes can be passed back and forth, or food or spell components can be made available.

BRIDGE OF BONES

This is a device originally invented during the wars of the magelords. It takes the form of a small pair of bone stakes about 2 feet in length. They are activated by planting them in the ground no more than 5 feet apart and uttering a command word. The device will immediately extend out into a series of interlocking bones that will form a bridge reaching across a chasm as wide as fifty feet. When the command word is uttered a second time, the bridge will retract to the opposite end from which it grew. A *bridge of bones* can support up to 10,000 pounds in weight or 50 points of damage (AC 6) before collapsing.

APPENDICES

IMPORTANT CHARONTI CHARACTERS

Illia (CG m galv 12) recently resigned from a position on the queen's Council and his role as head of the College of Invocation in order to devote time to magical research. His resignation raised the suspicions of more political and ambitious Council members, who do not know what to make of the move. Illia is notoriously brusque and cryptic. He seems uninterested in explaining his actions and seems not to care that he has flustered his peers. He resides in Alchatay.

Esnathon (LN f rend 13) is one of the foremost experts in necromantic magic and is credited with refining the transmigration spell so that it never fails to work (no saving throw). She has never held a seat on the queen's council, probably due to her staunchly neutral attitude toward good and evil.

Jaban (CG m find 12) is a member of the Council and the master of the College of Divination. He is a man of boundless energy and is passionate about locating and securing the ruins in Knorrman territory before they are lost to the savages. He is impulsive and aggressive but extremely good-humored.

Palihn (LN f ward 12) and Umsha (LN m ward 13) are the two high wardens of the College of Abjuration. They serve together on the queen's Council and are known for their somewhat dour dispositions. They often finish one another's sentences and are virtually inseparable. They are most pleased by orderly and prudent plans. They consider it a priority to protect the Charonti heritage from the Knorr. Palihn's mother was killed by the Knorr.

Ferkah (CG f port 12) is the high porter of the College of Alteration and a member of the council. She is an extremely enterprising woman, known for her work in expanding the number of gates available within Amaruk. She believes that the wastelands can be left to the Knorr as long as the Charonti can travel freely.

Ekimeser (NG m shad 13) is the high summoner of the College of Conjunction. He is extremely canny and has an imposing intellect. His eyes have the fiery passion of a zealot, but he speaks in soft tones with carefully considered words. He is interested in trapping Knorr to study in captivity. He believes that some have the power to summon animals, and that their primitive beliefs may hold keys to powerful conjuring magic.

Goxianiltibanaleser (NG m sand 10) is a member of the Council and the high sandman of the College of Illusion. Rather insecure because of the

fact that his opinion seems to carry little weight in the council, nevertheless he behaves rather imperiously. He is an artist of sublime ability and a competent administrator.

Tayimtep (LG m artif 11) is the high artificer of the College of Enchantment and a member of the council. He is known for complex and impractical solutions to simple problems. His ingenuity is unmatched on the council, and Nefti is fond of him, even if he is a bit hidebound and stodgy when hearing other's ideas.

Asur (LG m phi 14) is an aged philosopher who tutored Nefti from childhood. For many years he championed a policy of bringing civilization and peace to the Knorr, of guiding them as the elder Charonti had done in ages past. He has lived long enough to see those dreams crushed by the unending mindless violence of the Knorr. In his old age he has become interested in the little things of daily life and seems a bit sad. He is the only person who refers to the queen by her diminutive nickname from childhood, "Tira."

Palaxer (NG m phi 12) is an athletic philosopher who spends his time away from the queen's Court among the guardians. He believes the Charonti must wage a well-planned, large-scale war against the Knorr. If they ignore the problem, by the time all the ruins are secure the Charonti will be hostages in their homes.

Alira (CG f phi 10) is a sister of Queen Nefti by adoption and a member of her Court. Alira is pleased that she was not called to take the throne and assume all that boring responsibility. She warns Nefti against allowing the nation to grow too much, and against trying to assimilate the Knorr. As the population grows and as fewer people share the same values there would be a greater need for the Crown to rule through law—which she views as highly undesirable. She is in favor of any plan to prod the Knorr into leaving Jakandor.

Ukhkhanilbanshanefor (LN m guild 9) is the wealthiest guildsman. He is based in Orchaleum and made his fortune by making and selling plates of warming. He is a boorish but crafty man who funds many guild expeditions into the Outlands. Most other guildsmen refer to him simply as "Ukhkan."

Ralia (CN f comp 10) is the master of the Guild of Quiet Conversation in Nefeneser. Through the talents of her subordinates, she is said to be privy to the private thoughts of half the members of the queen's council. She is quiet and demure. Her

submissive manner belies her powerful political acumen and savvy. She is said to carry coyness to the level of art.

Tonmose (CG m phil 8) is a hermitlike philosopher who eschews the colleges and the company of other scholars in favor of the markets of the guildsmen. He is a curious ascetic who uses humor to point to what he sees as vanity and hypocrisy among his peers. He resides in Amaruk.

Xerkah (LG m guard 5) is a guardian who is often assigned as an escort for Crown expeditions into the Outlands. His mentor was killed by a Knorr warrior, and he has redoubled his effort to eradicate the bloody savages. He has made a point of trying to learn about Knorr beliefs in order to use them to his advantage.

Nemilian (CN f artif 12) is a guild artificer of daunting ability. She is one of the judges of the Parade of Civic Virtue each year, and has been known to accept apprentices based upon their ability displayed in the constructions they enter into the parade. Being her apprentice is risky, because her workshop is a dangerous place for the careless. Nemilian resides in Orchaleum.

Dasur (LN f than 8) is a wise Thanhotepic who has become a friend of the queen and a member of the Court because of her lively intellect and her sometimes contrary opinions. Nefti enjoys the rigor of Dasur's thought and enjoys engaging her in debate.

Qadeserkhan (N m pan 7) is a young pantheist residing in Nefeneser who makes his living as a carter but spends much of his time at the Clay Tablet discussing ancient and primitive religion. He has been known to venture into the Outlands in search of lost temples and outcasts who may have preserved ancient faiths. He does, however, support the Crown and has on occasion served as a consultant to explorers.

Palianilkah (NG f scri 10) is the scribe in charge of managing the Gateway Plaza of Amaruk. She is a tall woman with a rapid manner of speaking. She knows more about who is traveling between which Civil Centers and which guildsmen are conducting business with which than perhaps anyone else in the nation.

Ranethum (LG m scr 11) is the scribe in charge of the Hall of Doors. He has an excellent memory and knows what colleges are working with others on expeditions that pass through the gates there, but he is notoriously discreet. His assistant Naja (CG m scr 4) is, however, an endless source of rumors regarding the events surrounding various expeditions. Naja is very well-meaning, but not absolutely reliable.

Athram (NC m find 8) is a notorious freelance wizard of the guildsman class. He left the Ad-dakainen in order to enjoy the fruits of his labor in the ruins. He hires out as a guide to many guildsmen as well as the Crown on occasion. He is

respected for his ability but is seen by his old colleagues at the college as somewhat of a reckless and shortsighted individualist without a proper sense of duty to the community.

Nethalna (NE f port 10) is an outcast mage who lives in the ruins outside Amaruk. She sees the Crown as a tyrannical force trying to monopolize magical power. Leading a band of scavengers, she has been known to waylay Crown expeditions, torturing explorers to get information from them or killing them to get her hands on their magical items.

King Vu (LN m band 8) is an outcast bandit who has set himself up as something of a petty king over a small enclave of outcasts that is composed primarily of brigands and thieves. He is not particularly cruel, but considers trespassers in his "kingdom" subject to "taxation." He reportedly has a good sense of humor and is something of a folk hero among the farmers of the Nethton. His lair is southeast of that farmland.

Hothanil (NL f than 8) is the leader of a Thanhotepic cult in the ruins outside Orchaleum. She is descended from the line of priests who fought with the Crown's forces during the settlement of that center. She is passionately devoted to both her faith and the small community of outcasts who depend upon her for leadership. She feels the Crown is a flimsy structure founded on human arrogance and folly. She has attempted to make it hard for the Crown to clear any more territory in Orchaleum. She uses a device to animate the dead of Crown expeditions she attacks as common zombies to use as forces against the throne.

Pildaxer (NE m cult 8) is an outcast cultist in the ruins outside Nefeneser who worships a forgotten god of a short race of protohumans. He shortens the legs of his victims to make them more pleasing to his god.

Haliahramsurpilthan (CG f find 13) is a wizard in her fifties who prefers the simple title Halia, but is often referred to by her longer title out of the awe and respect that many hold for her. She is a friend of the queen, who knows that Halia would not like the combative discussions of the Council and so has not appointed her to that group. She chooses instead, as do most of Halia's acquaintances, to seek her counsel privately. In her youth Halia was trapped in a ruin with a Knorr savage for an extended period. She is considered an expert on the culture of the invaders, and her writing on the subject is a standard text for intelligent scholars planning expeditions east of the River Nanath.

TERRITORIES AND MAJOR FEATURES OF JAKANDOR

Following the general information below is an alphabetical gazetteer of the names the Charonti have given to areas of the island and to major features, including Charonti farmland and the sites of Knorr settlements (but not including the four Civil Centers, each of which is described on a separate handout card). Some place names on the poster map are not described here, because they have no significance to the Charonti other than as identifiers.

Charonti Farmland: These huge tracts of irrigated farmland in the western river valleys are primarily tended by guardians supervising crews of Charonath. The Charonti carefully manage the soil, working at most only 25% of the territory in a given season and rotating the fallow land. A handful of Charonti citizens make their homes on private farms in these areas. There is actually more irrigated land than the current population of the cities presently requires, and as such the Crown allows citizens to settle there. Some city dwellers visit the farmland to enjoy the wide-open but safe spaces.

Charonti Ruins: There are three types of ruins marked on the poster map. The symbol for "Possible Ruin Location" identifies places that have been described in ancient texts or marked on ancient maps, but have not been actually located or explored by servants of the Crown since the reconstruction. Some of these may be completely destroyed, some may be inaccessible from the surface, others may be plundered by the Knorr or in the control of outcast wizards or priests. "Ruin Slightly Explored" indicates locations that have been sighted or briefly examined since the reconstruction but are not secured. "Ruin Partially Secured" is used for places that have been fairly extensively explored, and at least a small area or level within the site has been secured. Each secured area has a permanent teleporting gate connecting it with the Hall of Doors in Amaruk, and there may be a small staff of Charonti based in the secure area to assist in the staging of parties preparing for further exploration of the ruins.

Knorr Settlements and Camps: The Charonti have focused primarily on protecting ruins from Knorr destruction rather than becoming overly concerned with the location and size of Knorr settlements. Several large towns have been identified, many because of their proximity to a ruin that has been explored. Knorr camps and towns are generally referred to by the name of the nearest river or body of water. The current total population of Knorr is estimated to be about 25,000.

Adasur (ADD-ah-sir): Reportedly, a center for theological research lies deep within a cave complex near the Jagath Falls. It is said to connect via

tunnels to another cave complex to the north known as Uhron. Neither location has been verified.

Adatep (ADD-ah-tepp): Perched atop the cliffs at the Jagath Falls, Adatep was the site of the largest Thanhoteptic temple of the elder Charonti. It served as a center for priestly devotion and a seminary. The complex extends many levels deep into the rock. A large area three levels down from the surface has been secured. Knorr have been known to enter this ruin.

Adorlia (add-ORE-lia): Ancient records describe an extremely well-guarded center of aquatic and magical research near the mouth of the Miruhnez. It was said to be a structure that actually lay underwater. No efforts have yet been undertaken to locate it.

The Adtep and the Adthan: The ocean waters are divided into the water north of Jakandor, called the Adthan ("Beginning of the Ocean"), and south, called the Adtep ("End of the Ocean").

Albantay (ALL-bon-tay): Formerly an elder city of moderate size, it was the site of intense fighting during the magelord wars. Only crumbling foundations of buildings remain on the surface, while complex series of tunnels are said to run underneath.

Anhramtep Encampment: Settled within the last fifty years, this camp was believed to be an initial launching point for a major organized raid on Hramtep, which has never materialized. About 300 Knorr live here, surviving primarily by fishing from flimsy manually powered seacraft.

Ankahra Plain (on-KAH-ra): These lowlands beneath the plateau of the Aton Plain are home to the rugged grassland of the Shanethhti and Neth-ton river valleys. A fair number of outcasts eke out a living tilling the soil along the rivers.

Ashara (uh-SHAR-a): Listed in ancient records as a cultural center for common magic and the arts, this site has not been verified. It is rumored to be the location of an elder artifact that provides remarkably accurate glimpses into the future.

Atmose (ATT-mose): A former center of magical research into the control of the elements, Atmose is noted for a continuing wailing wind that rushes upward to the surface from deep within its bowels. Several rooms in this ruin have been se-

cured and are being used as a staging area for further exploration of the ruins and for the search for Bansur.

Aton Plain (AY-tawn): This enormous plateau encompasses most of the land on the island's western side. It is primarily dry and dotted with barren scrub grass and subject to harsh winds, but it is rich and fertile around the shores of Lake Hramihn beneath the shelter of the Aten Hills.

Bansur (BAN-sir): Records describe what was in ancient times a marvelous center of craftsmen and artificers. No Crown expedition has verified the existence of the ruin, but ascertaining its location has become a priority since it lies in the heart of Knorr territory.

Daaleser (dahl-AY-zer): A large and ancient city that was a major center of elder Charonti culture once lay at the mouth of the river Nanath.

Daalramihn Farms: This area is managed by about 400 guardians and scribes. The outskirts are home to just over 1,600 farming guildsmen. The Crown works the land with a force of 11,800 Charonath, while an additional 1,600 Charonath are privately owned and tend to the guildsman farms. Most of the private farms are clustered near the extreme eastern edge of the territory. The site has attracted a small community of outcasts just across the border to the northeast who have made raids on the Crown land but generally avoid attacking the guildsmen here.

Essur (ACE-ur): Once a center of education in the ancient Charonti empire, Essur has been partially explored. Its entrance is marked by an enormous series of pillars carved into the cliff wall of the Pileses Shelf. Parts of Essur are reportedly occupied by outcasts organized by a rogue wizard.

Headcount Camp: A Knorr settlement that is unique in that it is usually vacant, but all of the Knorr family leaders gather there annually for bloody sacrifices to their gods. The size of this gathering is used to estimate the overall Knorrman population.

Lake Hramose (RAH-mose): A beautiful, clear sea in a crater high atop the rocky peaks of the Thanhogathmose Mountains.

Ihnhotep Settlement: This squalid warren of about 2,500 savages is one of the oldest Knorr camps. It seems to be a base from which the Knorr have made repeated but haphazard and disorganized attempts to raid Hramtep.

Ihnhahileseser (een-KAH-hillayzer): Records describe an ancient center to which many small communities of simple races were brought in order to study their primitive religions. Hundreds of temples and chapels to various lesser gods were said to line the streets of this city. The diverse expatriate population combined with the intensity of divergent beliefs presented a poten-

tially explosive situation that was kept in control by the elder Charonti. The city was also host to a menagerie of extraordinary size in which many creatures native to the homes of the primitive peoples were kept. Although reportedly lying only 20 miles from Shaleum, its location has not yet been verified. The forests of the area are rife with dangerous predatory beasts believed to have descended from those once kept in the menagerie.

Mirqadaal Settlement: Ten years ago an expedition attempting to locate the lost site of Ashara sighted this large settlement of several thousand Knorr. The party also reported that the barbarians had developed simple agricultural methods and were clearing the hills for small farms. They had not yet discovered irrigation or the notion of producing a surplus for trade.

Naleum (NAY-lee-um): This site, which is home to an ancient temple now acting as the center of a Thanotepic cult of outcasts, has been verified but not explored.

Namir (nah-MEER): This huge canyon in the Aton Plain is thought to have once been a body of water beneath which was located the magnificent elder ruin known as Namiron, said to be the place of safekeeping for the old emperor's most dangerous and valued magic and technology. After the water was removed from the site during the magelord wars, the sides of the canyon collapsed into the center—burying Namiron (if indeed it does exist) under a load of earth so enormous that the site has not been successfully excavated.

Nanath River (NAN-eth): This swampy run represents the western edge of Knorr exploration on the southern side of the island. No Knorr have yet been encountered west of this territory.

Natep Wall: This is a stretch of beautiful but impenetrable cliffs that run a length of over one hundred miles along the west coast of Jakandor.

Nathaton Plain: A vast expanse of badlands that lies between the Southern Thanhogathmose Mountains and the Atalaxer Range, this was once rich and fertile farmland that has become increasingly dry.

Nathqad (NATH-kadd): An ancient forest high amid the Thanhogathmose, marked by rich loamy soil and a dark canopy of trees.

Nefon Camp: Scribes estimate the Knorr population here between 500 and 800. The savages here support themselves by crude fishing.

Nethfereser Woodlands (neth-fer-AYZ-er): This extensive forest blankets most of the rolling hills and river valleys of the southeast. Some scholars have reported surprising deforestation in this area that may be related to the settlement of the Knorr, who seem to have discovered simple agricultural methods in some areas, but the scribes of the Dodecon rely upon a mathematical

model that forecasts the depth of the forests. They are working with those scribes who estimate Knorrman populations to create a unified model that will reflect possible changes in the area. The region is lush and covered with dense old growth.

Nethtay (neth-TAY): The legendary home of Palian, a great scholar of ancient times who is credited with having created the Charonti's most challenging riddles, puzzles, and tests. Palian served as a tutor to the emperor Ekim. It was through stories of his tutelage that the practice of testing students through puzzling tests of mind and character came into popularity. Much of the ruins that lie at the foot of the Aton cliff wall have been explored, with the exception of a huge fortress called the Palianon filled with scores of curious but deadly puzzles. To recover any item from the Palianon is recognized as a demonstration of unsurpassed courage and cunning.

Nethton Farms: The largest of the irrigated territories, this land is tended by a force of 14,000 Charonath under the command of some 500 scribes and guardians. Another 500 guildsmen make their homes here and are supported by approximately 1,000 privately owned Charonath.

Nethton River (NETH-tawn): A shallow, muddy river that is fed from Lake Raadihn and empties into rocky shoals at its mouth that are unsuitable for navigation.

Oraton (ORE-uh-tawn): According to an annotated map in the Dodecon, this was once the site of research into the cultivation of subterranean plants as a food source. A tale also arose from a fragment of text found on a tablet in Adatep that the masters of Oraton were working to develop a plant servitor race.

Outcast Enclaves: The Crown generally ignores outcast enclaves except when they have the potential to threaten the interests of the Crown. A threat to the Crown may vary from simply occupying an area that must be cleared for settlement by citizens, to plundering ancient ruins, to raiding Crown farms, attacking parties of scholars, or inciting dangerous antiCrown fervor among the outcasts. The enclaves marked on the map have been observed by guildsmen or scholars. They are likely to be referred to very casually, as in "those outcasts up on the Aton Plain" or "those outlaws on the Nethton."

Qadtay (kad-TAY): Lying at the heart of the Nathaton Plain, Qadtay rose to become the premier trade center of the elder Charonti world. The city enjoyed rich agncultural land that was fed by gentle runoff from the Thanhogathmose Mountains. Today the terrain is a forbidding dry badlands. No Crown expedition has verified the location of Qadtay, but outcast legends report that

it was home to a powerful undead lord during the magelord wars.

Rachail (RAH-kah-eel): This was the fortress of a magelord built within a complex of caves that recedes into the cliffs of the plateau above. It has been partially secured but still serves as home to the followers of an outcast mage. Negotiations have been attempted to invite the mage and her followers to become servants of the Crown. So far they have resisted, but since they are not interfering with the affairs of the Crown they have been allowed to remain where they are.

Ranez (ruh-NEZ): This small run marks the westernmost border of Knorr settlement on the northern half of the island. No Knorr invaders have been encountered west of the Ranez.

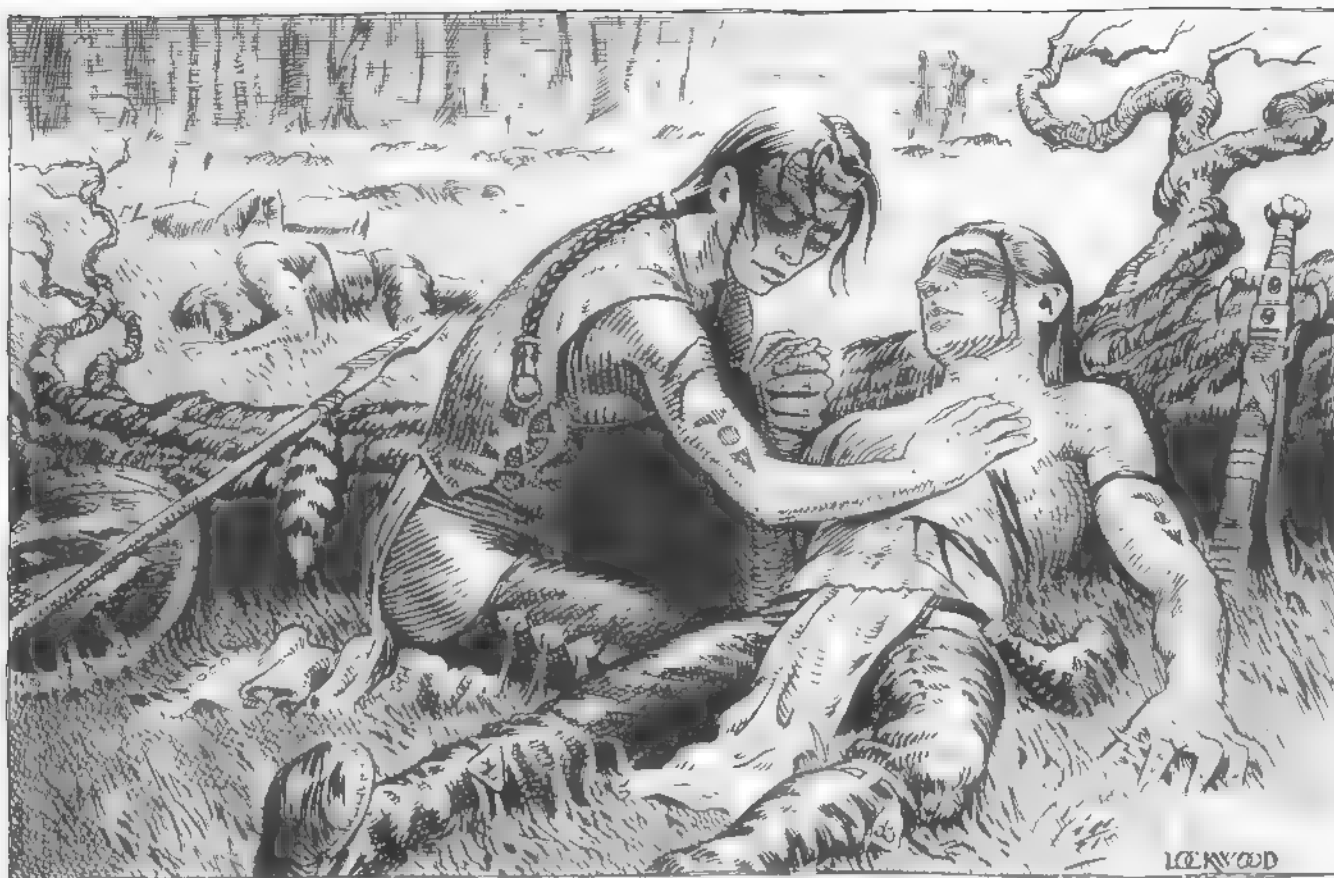
Shaleum (SHAY-lee-um): High amid the ancient Nathqad Forest, Shaleum was once an administrative center for the ancient empire. Its deep ruins have yielded many clues to the locations of other ancient ruins as well as more detailed information on those whose locations have already been verified. One complete level is secured here and used by scribes to supervise the recovery of the ancient records in other areas.

Shanethti Farms: This district is home to about 450 scribes and guardians and another 1,000 guildsman farmers. There are about 15,000 Charonath here, of which 2,000 are owned by the guildsmen and the rest by the Crown. An outcast village lies just south of this territory. In spite of admonishment by the district Jurists, the farmers have been known to trade with these outcasts.

Shanethti River (shuh-NETH-tee): This calm and gently flowing river waters the grasslands and irrigated farmland of the Ankahra Plain. It is frequently used for travel by outcasts. The mouth of this river dissipates into bogs and forests of reeds, making navigation through the area almost impossible.

Tayhramtep (TAY-rom-tepp): This is the former fortress of one of the great magelords and a city from which many voyages of exploration left Jakandor in ancient times. The surface level of the ruins here is well secured, but it is not yet known how deep they penetrate or what is hidden within their depths. Much of the surface terrain here has been permanently enchanted to cause it to glow continually. This illumination may have been used as a beacon at one time, and is believed to have drawn the attention of the first Knorr who sailed to Jakandor. Scribes based here use the site to estimate Knorr population growth by tracking the attendance to their annual sacrifices at the Headcount Camp.

Tephodaal Camp: A party surveying the region near Xeres located what was initially believed to be a large temporary Knorr encampment



that has grown into a permanent lakeside settlement of crude sod brick and thatch structures with a population estimated at more than 3,000.

Thanhileum (than-ILL-ee-um): Ancient records refer to what may have been a retreat for ancient Thanhotepic priests before the time of the plague. The remote location and treacherous surroundings have dissuaded Crown expeditions from verifying the location of this ruin. Although it may be a site of great power, it is unlikely that any Knorr will venture far enough into the swamps of the northern coast to stumble upon it.

Thanhogathmose Mountains (thanna-GATH-muss): This rugged terrain forms a huge S-shape along the length of Jakandor. From the highest peaks along the western coast, the range continues along the north side of the island, blocking rainclouds from reaching the dry plains of the south. In central Jakandor the mountains are divided by the Uton River and the Nathqad Forest. The range gradually turns north again and dissipates into foothills in the woodlands.

Uhron (OO-ron): There was reportedly an enormous center of magical and technological research that lay deep within a cave among the mountains of the Hogathmose Range. Records report subterranean passages that led all the way to a major clerical center called Adasur. To date Uhron's location has not been verified.

Uhwahmir Settlement: The largest of the Knorr settlements, with a population of approximately 4,000. This site was first postulated by scribes at Alchatay who observed that the mouths of all the eastern rivers had been settled by the Knorr. Later it was confirmed by scholars who traveled to investigate the Headcount Camp while it was unoccupied.

Uton River (OO-tawn): The Uton River falls from the heights of the Thanhogathmose Mountains and winds through the lowlands to water the rich forests of eastern Jakandor.

Uton Settlement: A large cluster of over 500 mud and stick huts was documented here by a party of Crown scholars based out of Xeres. The Knorr population may be as high as 2,500.

Xeres (ZAIR-ees): In an effort to understand the bloodthirstiness of the simple races, the elders brought many warriors of primitive peoples to live on Jakandor. Much of the theory of troop command upon which the modern Charonti rely was developed in Xeres. Most of this ruin lies beneath the ground, and only a small cave in the forest allows access to it from the surface. A small area of this ruin has been secured. It is notable for its large number of unusual and aggressive free-willed undead. It is used as a base for further exploration of the ruin itself as well as a starting point for expeditions searching for Oraton.

THE CHARONTI NATION

Who Rules the Nation:

Queen Nefti (NG f phi 16) was adopted into the royal house as a child. She assumed the throne at the age of 16 and is now 35 years old. She is well loved by her subjects and rules with profound wisdom, compassion, and gentle humor. Nefti depends upon her council, which is made up primarily of high wizards from the colleges of the Addakainen, to prioritize expeditions and projects of the reconstruction. She looks to the Court of philosophers, with whom she spends most of her time, to discern how best to rule with justice. Shasur (LN f scri 13) is the Vizier of the Charonti nation. She supervises the government bureaucracy and is feared for her cunning and discretion. Xeraban (LG m guard 10), a tired but kind man, is the nation's High Guardian.

The Outland Gates:

Each of the Civil Centers with the exception of Ne-feneser has a single huge physical gate that leads to the unsettled quarters of the ruins that surround the city. The Outland gates are attended by a jurist, a scribe, a guardian, and at least two Charonath to monitor the flow of traffic. Generally, anyone who wants to leave may do so, but few Charonti go into the ruins except as members of a

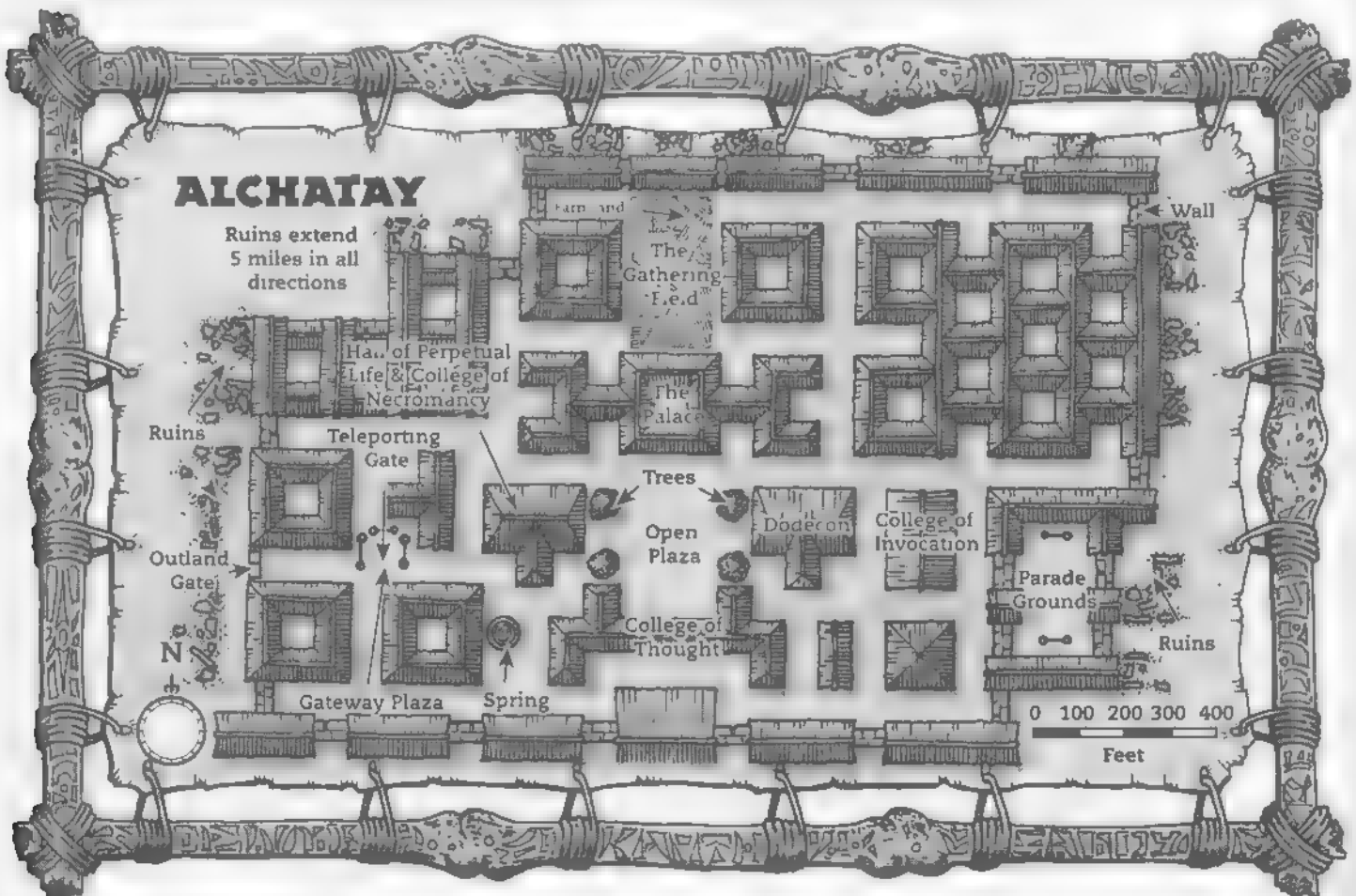
large group. Most parties leaving from these points are expeditions of the Crown, although bands of guildsmen do occasionally venture out.

The Gateway Plazas:

Each Civil Center has a plaza where large teleporting gates are maintained and supervised by scribes for instantaneous transportation between the Civil Centers. The ease of moving from one place to another creates the feeling among the Charonti that they live in a single large city.

Where to Get Healed:

Charonti scholars are normally healed by philosophers at the expense of the Crown. If the injured parties were involved in a project sponsored by a college but not officially sanctioned by the Crown, the sponsoring institution will make donations to the College of Thought to have characters healed. Guildsmen must find medical attention at their own expense, as must scholars involved in surreptitious affairs. The means by which these characters may find healing are listed in the "Where to Get Healed" entry on each Civil Center's information card. Note that there are no temples in the Charonti Civil Centers.



ALCHATAY

(ALL-KAH-TAY) THE CAPITAL

Population: 10,000 Charonti (2,000 scholars, 8,000 guildsmen) and 10,000 Charonath (4,000 property of the Crown, 6,000 owned by citizens). Total: 20,000.

Who Rules the City: Ahmonra (LN m scri 10), a short and furiously active man, is the city governor and reports directly to the Vizier. Onkah (NG m jur 12), a humorless but wise man, is the high Jurist of Alchatay and reports directly to the queen along with the three high Jurists of the other Civil Centers. Each of the city blocks and governmental departments fall under the jurisdiction of subordinate Jurists.

Major Products: Alchatay is known primarily as an administrative center, although the plazas are host to frequent colorful markets where many families of guildsmen ply their wares. A fair number of craftsmen and guilds make the capital city their base of operations, including a large leatherworkers guild and the weaponsmiths guild that are often contracted by the Crown to outfit the Charonath.

Gates: Alchatay's Gateway Plaza has a single large gate to each of the three other Civil Centers. Alchatay is the only city with a gate to Nefeneser.

Armed Forces: Anaxeres (LG m guard 9), a passionate, vocal and devoted warrior, is the High Guardian of the city and commands a hierarchy of officers and undead beneath him of over 4,000. Only 1,000 of these are now actively dedicated to military service; the rest are in the charge of the colleges and the Dodecon.

Schools: The College of Thought (including the Open School and the Children's School), the College of Necromancy (located in the Hall of Perpetual Life), and the College of Invocation are all located in Alchatay in a large sprawling area around the Open Plaza near the palace.

History: Alchatay was the capital of the old empire, and was the place where Anmen originally harnessed the Charonath to establish a safe enclave within the ruins and preserve the line of the House of Hramnethes. From this enclave developed the philosophic ideal of Charonti justice that has become the foundation of present Charonti society and the reconstruction. The royal bloodline survived in spite of a number of efforts during the wars of the magelords to destroy the enclave or assassinate its leaders. During that time the city was essentially a fortress, offering refuge to those who sought it. The enclave survived by breaking up a large plaza and planting a garden within the safety of the walls. In time tele-

portation was used to allow fishing to be undertaken without the danger of traveling back and forth through the ruins. Alchatay was the site of the great Congregation that served to end the magelord wars and allow the Charonti people to become united again.

Important Features: The Palace is a large complex of spacious stone buildings that house the Court, the Council chambers, and the administrative offices of the Vizier. The royal family resides here, in accommodations that are extremely austere—more modestly appointed than even the cells of the scholars in the dormitories. The Open Plaza, a large area tiled with marble in front of the palace, is the site of public festivals and official events. The Gathering Field, on the opposite side of the palace, is a communal garden where any residents of the city may devote their Charonath to tending a small plot of ground. This practice stems from the earliest days of the enclave. Some guildsmen actually enjoy tending the plots themselves. The Dodecon is the jewel in the Crown of the reconstruction. It is a huge public library where tablets and scrolls are stored for use by the public. Many documents are withheld from public view, and reserved for use only by the Crown and particular scholars of the Addakainen. The Hall of Perpetual Life is an enormous structure that was at one time a Thanhotepic temple. The religious ornamentation has long been removed, and the site is now used as the center where rending is performed upon Charonti dead. Fees are assessed to individuals in order to retain the Charonath created in the process. Those who cannot afford or do not want Charonath may simply donate the remains to the Crown. The Parade Ground is a walled-in field accessible only through a teleporting gate near the dormitories of the guardians. Unlike most of the large gates, this one is only open while operated by an attendant. It is from this vantage point that military expeditions are mustered and gated out of the Civil Center. It is also to this point that they often return.

Where to Get Healed: The Open School hosts lectures on the philosophy of justice for the public in the Open Plaza, after which healing is performed for listeners who spent the entire day there. Donations are accepted on behalf of the Addakainen.

AMARUK

(AHM-AH-ROOK)

Population: 12,000 Charonti (1,300 scholars, 10,700 guildsmen), 30,000 Charonath (9,000 property of the Crown, 21,000 owned by citizens). Total: 42,000.

Who Rules the City: Banahm (NG f scri 12), a congenial heavyset woman with a reputation among the guildsmen as a hard bargainer, is the civil governor responsible for supervising the scribes of the city. High Jurist of the city is Jagathian (NG m jur 12), an aging man with a fierce intellect who has a reputation for assigning clever tasks to those who run afoul of the public welfare.

Major Products: Amaruk is the trade and transportation center of the Charonti nation and is known for its large markets that draw merchants from the other Civil Centers. It is the home of the nation's largest merchant guilds, while the craft guilds are more often based in Orchaleum. All of the major transportation guilds, including the carters and barge builders, are in Amaruk. The city is often thought of as an agricultural center even though nothing is actually grown here, but because it is the only Civil Center with a gate to each of the Crown farming districts.

Gates: Amaruk is unique for the sheer size of its Gateway Plaza as well as the number of teleporting gates within the city. Amaruk has gates to Alchatay and Orchaleum as well as each of the Crown farming regions. Additionally, the College of Alteration operates a facility known as the Hall of Doors. This is a building that is often used as the location for one end of a home gate, serving as a returning point for many Crown expeditions that carry the other end of a home gate with them on a journey. Because of the large number of gates in this building and the potentially dangerous locations they are connected to, the large hall in which they are erected is heavily patrolled by armed guardians and Charonath. Crown scribes regulate travel through the entrances to this building. Some college-sponsored expeditions decline to use this site because of political rivalries between them and the porters.

Armed Forces: Amaruk has a standing force of 8,000 Charonath under the command of 400 guardians, led by the pompous but competent Xerabradalaonsur (LG m guar 10). The remaining Crown Charonath are allocated to the colleges.

Schools: The colleges of Alteration and Divination are located in Amaruk. The College of Divination sponsors the performance of regular public divinations in a small amphitheater adjacent to the college. The event usually includes

prognostications of the future as well as answering questions from audience members. The school touts the gesture as a charitable and civic function, but cynics claim these affairs are used to cull information from naive guildsmen and traders that may benefit the diviners. The performances have also been criticized for being used to manipulate public opinion.

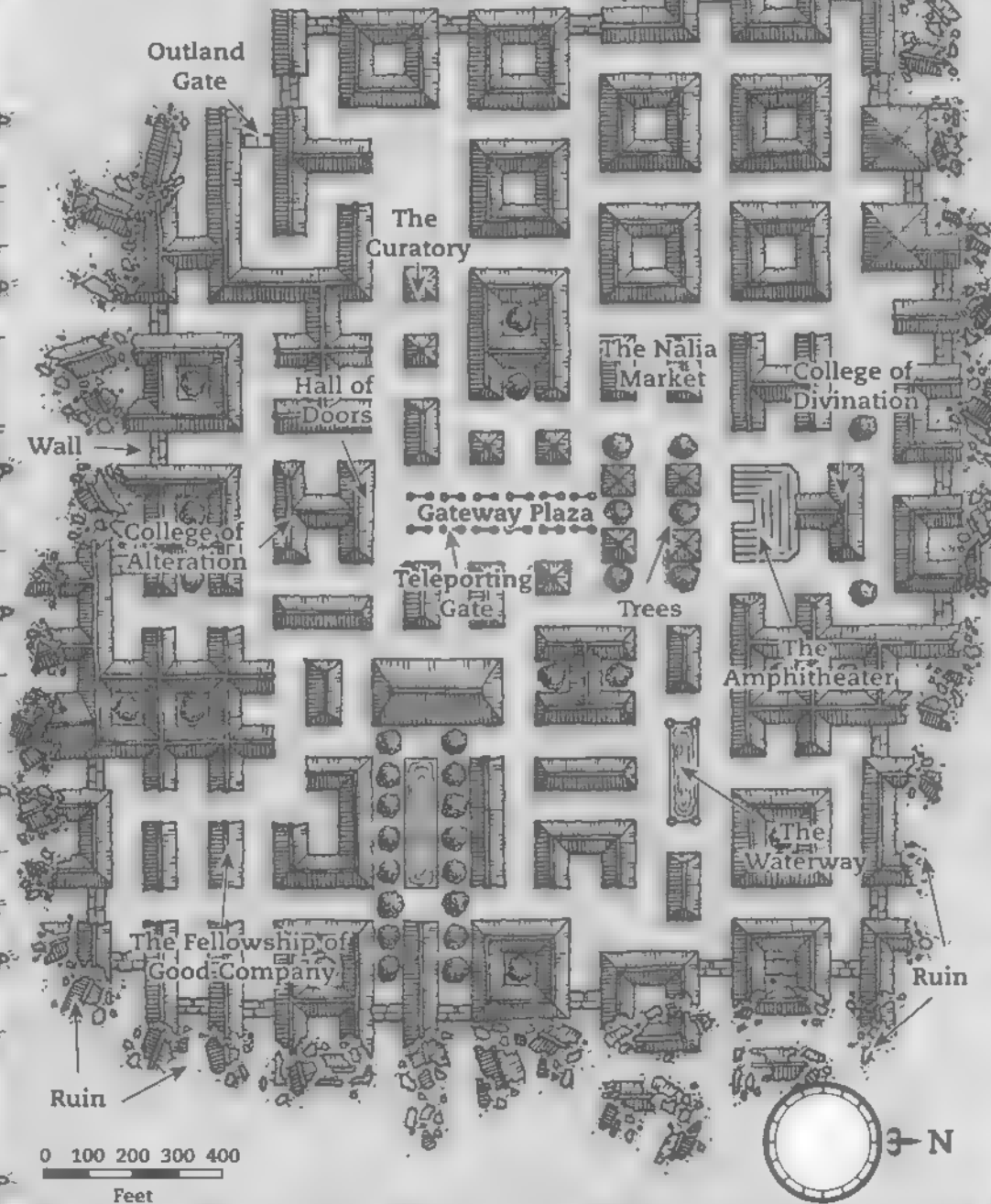
History: Amaruk lies at the mouth of the Shaneththi. In the age of the elder empire, the city was a major port from which many voyages were launched. Today the ruined piers along the shoreline are only a reminder of the reach of the elder Charonti world. During the final years of the magelord wars, the ruins of Amaruk served as a fortress for the magelords Rashatep and Qadasur, who initially fought over the territory and then allied in order to advance their mutual interests. Rashatep was a master porter and Qadasur a finder of unmatched ability. It was their plan to combine their skills to plumb the depths of the ruined city in search of magical power. At the time of the Congregation, they were among the last to swear allegiance to Nefti, but when they did so were appointed as the founders of the colleges of Alteration and Divination. The schools remain based in Amaruk to this day.

Important Features: The Gateway Plaza is the largest feature of Amaruk and is normally crowded with levitating barges heaped with grain and other items for trade. Many guilds have established private gates to some of their sites of activity beyond the safety of the Civil Center. The Nalia Market is an area full of stalls and merchant's tents that remains open all night long. After dark the market tends to focus on entertainment and recreation a bit more than selling practical wares, but the goods are still available. The Fellowship of Good Company is the largest of the companions guilds, known for its influence among the houses of the wealthiest and most powerful guildsmen. The Waterway is a pool framed by teleporting gates to the Shaneththi River. It is used as a port for Charonti guildsmen who are investing in Charonath-manned fishing ventures. The city governor is concerned about the potential security risk that the Waterway may present to the city.

Where to Get Healed: The Curatory is the guild of the surgeons. It is a large, featureless structure where the injured are treated in exchange for donations to the guild.

AMARUK

Ruins extend 8 miles
in all directions



NEFENESER

(NEF-EN-ESS-ER)

Population: 4,000 Charonti (600 scholars, 3,400 guildsmen), 6,000 Charonath (3,000 property of the Crown, 3,000 owned by citizens). Total: 10,000.

Who Rules the City: Jaorahm (LG f scri 11) is the civil governor responsible for supervising the scribes of the city. She reports to the Vizier. Kahmose (LG f jur 13) is the high Jurist of the city and was once a teacher to Nefti in her childhood. Kahmose has become increasingly rules-minded (lawful), and Nefti is hoping she will retire soon voluntarily rather than require the queen to request her resignation. For now, Kahmose's stodginess serves the Crown well, because she keeps a firm eye on the College of Conjunction.

Major Products: Nefeneser is primarily known as the center of Crown-sponsored magical research for the colleges of Conjunction and Abjuration. There are no major trade or craft guilds here, with the exception of the College of Abjuration. While not a formally a guild, it does conduct business among both scholars and guildsmen by hiring out its members' services. There are guildsmen here who run businesses and support services for the colleges.

Gates: Nefeneser is unique among the Civil Centers in that it has only a single teleporting gate. The gate leads to Alchatay, meaning that visitors who seek to travel to Nefeneser must pass through the capital city first. The city is also noteworthy for being the only Civil Center without an Outland Gate; it is entirely walled in. Both of these precautions reflect the concerns of the Crown regarding the research of the College of Conjunction. The seclusion of Nefeneser has attracted some guildsmen who find life in the other Civil Centers a bit too boisterous.

Armed Forces: Nefeneser has a standing force of 2,000 Charonath under the command of 100 guardians led by Ihnhaxer (LG f guard 9), who is well loved by the guildsmen of Nefeneser for her forthrightness and kindness. She is, however, rather formal with scholars, for whom she has a general antipathy. The remaining Crown Charonath are allocated to the colleges.

Schools: The colleges of Conjunction and Abjuration are located in Nefeneser. The College of Abjuration was moved to Nefeneser to help deactivate some of the dangerous lingering enchantments within the ancient temples that were found here. The wardens are also available to provide emergency assistance to the College of Conjunction, which was relocated here by the Crown to make it possible for the shadow mages to con-

duct their research in a relatively isolated place.

History: Nefeneser is the youngest of the Charonti Civil Centers. The settlement was founded as the first expedition of the reconstruction into the ruins of a former city of the elder empire that had not served as a fortress during the magelord wars. During the days of the ancient Charonti, the city was home to a variety of peoples who had been brought to Jakandor for their education and the study of the Charonti schools. It was seen as a potentially dangerous site by the Crown because of the large number of ancient temples to primitive gods of the simple races that were constructed there. Such sites can be centers of dangerous magic and may incite outcasts to attempt to rehabilitate forgotten cults. The Crown secured what was formerly the city's temple district and converted the buildings for use by the Addakainen.

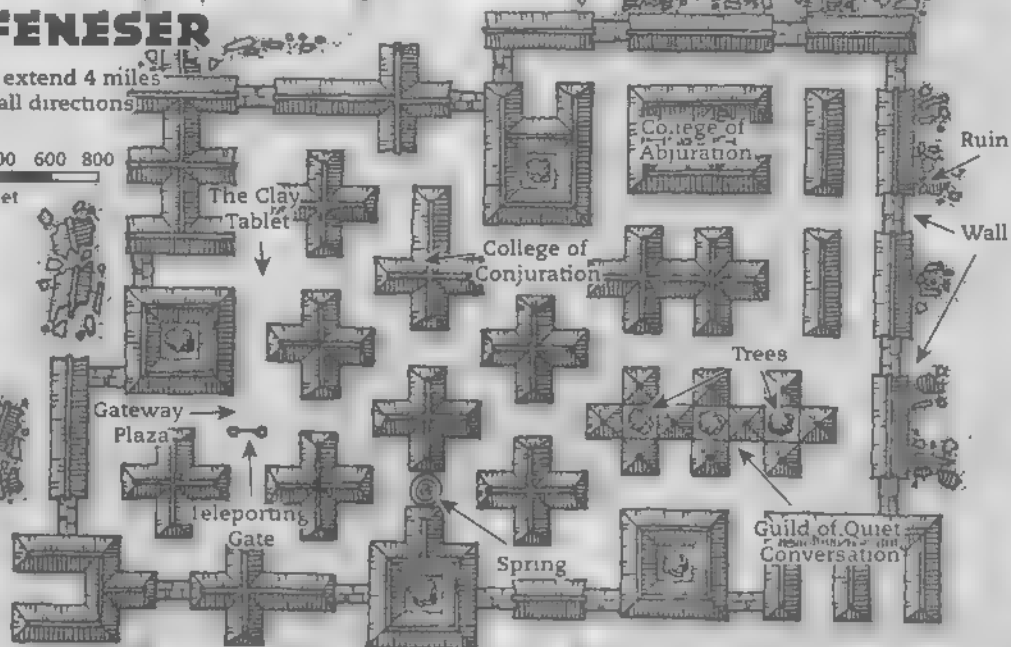
Important Features: The Clay Tablet is a plaza that has become known as a gathering place for cultists, pantheists, Thanhotepics, and independent-minded philosophers. Most of the Charonti who meet here are guildsmen who enjoy debating metaphysical ideas in the evening hours after their daily work is done. The Guild of Quiet Conversation is a small guild of companions who are known for their influence among the scholars and scribes of the Crown. They are an extremely discreet and cohesive group.

Where to Get Healed: There are no formal healing facilities in Nefeneser; however, many guildsmen who dabble in priest magic can attend to injuries in an emergency.

NEFENESER

Ruins extend 4 miles
in all directions

0 200 400 600 800
Feet



CHARONTI

ARCHITECTURE

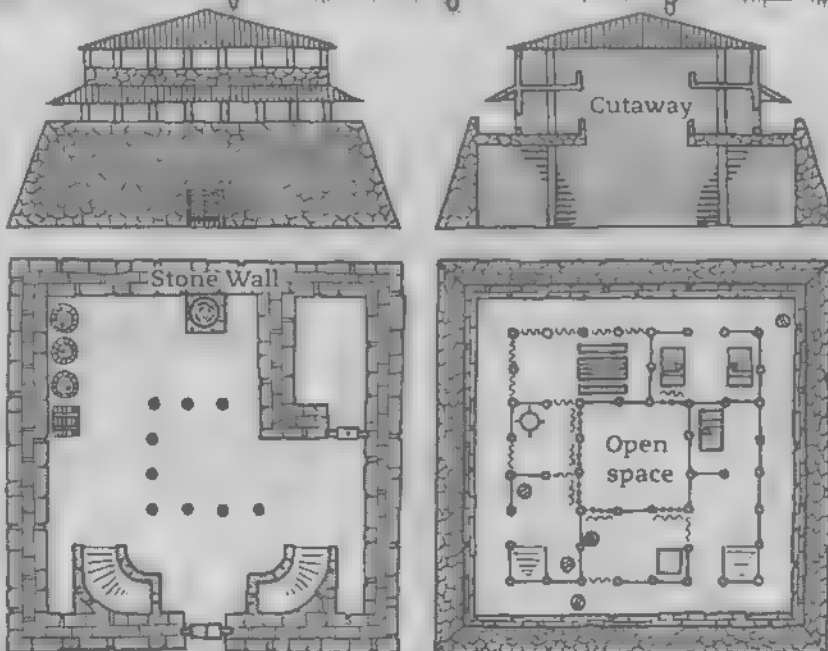


	Table
	Boxes
	Barrel
	Wall
	Brazier
	Cistern
	Railing
	Column
	Curtain
	Stairs
	Stool

ORCHALEUM

(OR-KAY-LEE-UM)

Population: 12,000 Charonti (1,000 scholars, 11,000 guildsmen), 32,000 Charonath (10,000 property of the Crown, 22,000 owned by citizens). Total: 44,000.

Who Rules the City: Ahminkaheser (LG m scr 12) is the civil governor responsible for supervising the scribes of the city. The guildsmen generally find him to be insufferably rules-minded and arrogant. He seems to treat scholars with efficient professionalism. Ti (NG f jur 12) is the high Jurist of the city. She is known as a thoughtful and deeply compassionate woman. Few of her decisions are ever appealed by any party involved. The subordinate Jurists of Orchaleum are very devoted to Ti.

Major Products: Orchaleum is the manufacturing center of the Charonti nation and is known for its extensive workshops and craft guilds. All of the largest guilds of artificers, specializing in minor magic items and various forms of ambulatory equipment, are found here. Orchaleum is also home to the builders guild, a group that contracted by the Crown to renovate adjacent sections of the unsettled quarters before they are added to a Civil Center.

Gates: Orchaleum has gates to both Alchatay and Amaruk. Additionally, a single large building serves as the gateway to several mines worked by Charonath for the interest of the Crown.

Armed Forces: Orchaleum has a standing force of 7,000 Charonath under the command of 250 guardians led by Albanaxer (LG m guard 9), a quiet man known for his dedication to systematically clearing unsettled quarters adjacent to Orchaleum to allow for expansion of the Civil Center. The remaining Crown Charonath are allocated to the colleges.

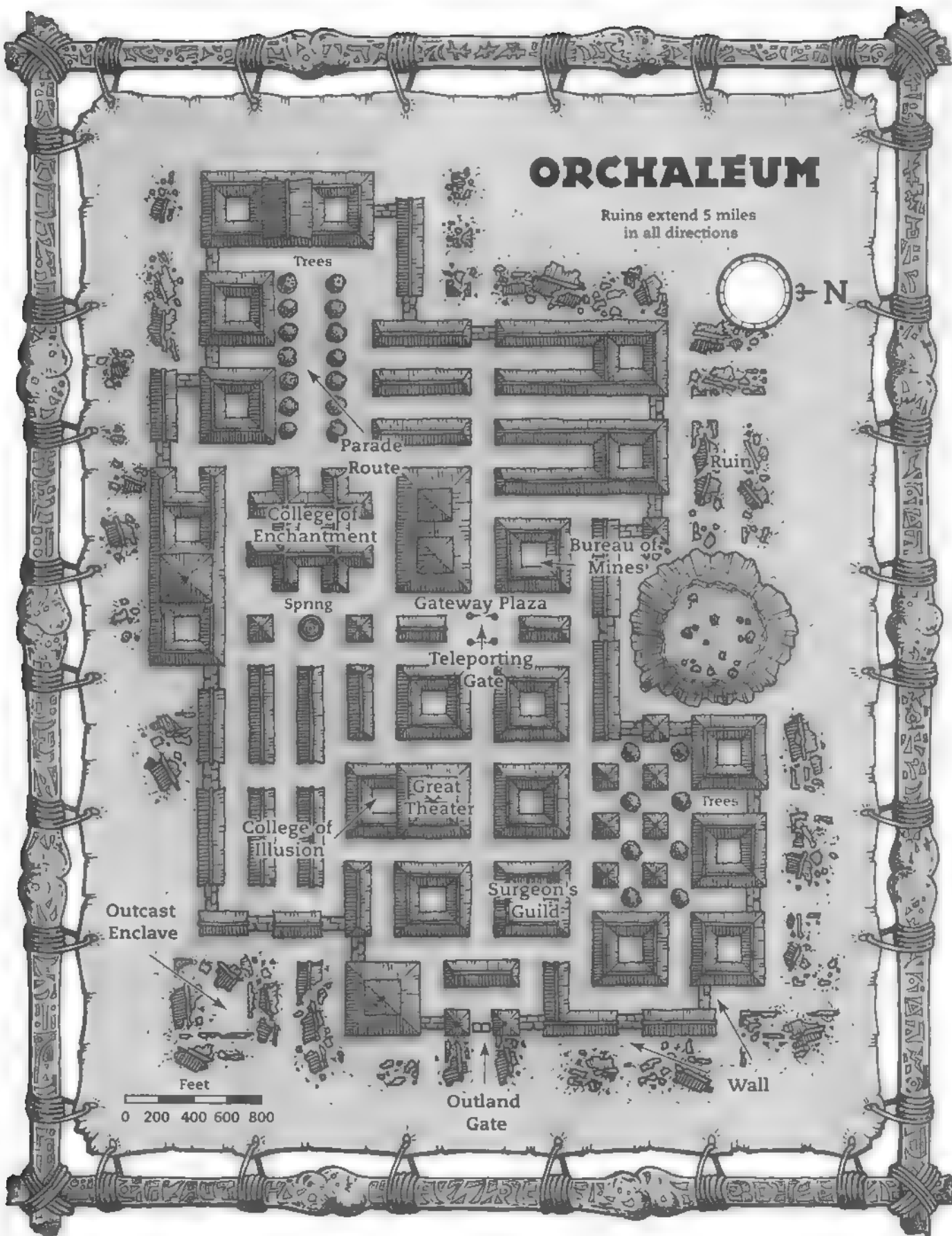
Schools: The colleges of Enchantment and Illusion are located in Orchaleum. The College of Illusion conducts regular educational performances for the public. The College of Enchantment probably loses more members to the guildsman caste than any other institution dedicated to the training of scholars. For this reason, however, it also has the best relations with the guildsman caste and will occasionally help advance some unusual research undertaken by a guild that manufactures enchanted items or some sort of artifice.

History: Orchaleum was the first Civil Center that was reclaimed by the Crown after the Congregation. It began as a small compound that served as the fortress of Shail, a powerful en-

chanter who quickly took up Nefti's cause and proposed the idea of clearing and securing city blocks within the ruined cities and then linking them with teleportive gates. The project was not completed until well after Amaruk had been made safe, because of an entrenched population of outcasts here who followed a Thanhotepic cultist. Although they were eventually driven from the area, their descendants continue to dwell within the unsettled quarters. After the war for the settlement of Orchaleum, an apprentice of Shail moved the College of Enchantment (which had been founded in Alchatay) to Orchaleum in honor of his mentor. The presence of the school attracted many guildsmen and resulted in a great amount of manufacturing of enchanted items. As the guild population grew, the citizens of Orchaleum built the Great Theater in order to induce the College of Illusion to relocate here, which did in fact occur.

Important Features: The open area adjacent to the College of Enchantment is the site of an annual event known as the Parade of Civic Virtue. This affair began as an exposition that demonstrated the latest ambulatory devices and machines that had been created or recovered from the ruins, but in recent years attention has become increasingly focused on the short parade afterward. The guilds compete fiercely to present the most unusual or entertaining ambulatory device. People from all the Civil Centers gather for this hilarious event that tests the creativity and imagination of the competitors. The Bureau of Mines is a building that contains teleporting gates to the Crown mines. The mines are tended almost entirely by Charonath, with a few scribes and guardians present to assist in organizing them and giving orders. The mines are the primary source of gems used for magic among the Charonti. The Great Theater is a large open-air arena where performances of traditional legends and recent events of import to the Charonti people are performed by members of the College of Illusion. It is also on occasion the site of public performances by musicians and poets.

Where to Get Healed: The surgeons guild maintains a presence in Orchaleum because of the fair number of injuries caused by accidents involving the manufacturing guilds. The place is a small workshop where the injured are treated in exchange for donations to the guild.



ORCHALEUM

Ruins extend 5 miles
in all directions



Trees

Parade
Route

College of
Enchantment

Bureau of
Mines

Spring

Gateway Plaza

Teleporting
Gate

Great
Theater

College of
Illusion

Surgeon's
Guild

Outcast
Enclave

Trees

Feet

0 200 400 600 800

Outland
Gate

Wall

Advanced Dungeons & Dragons O d y s s e y

Jakandor, Isle of Destiny

by Kirk Botula, Dale Donovan, and Kim Mohan

Centuries ago, a magical plague swept across the island of Jakandor and struck down the majestic Charonti civilization. A Golden Age of learning, art, and magic was lost in a period of days as the magically based culture that the wise and gentle Charonti people had developed collapsed around them.

The few Charonti who survived learned to adapt to the new world; the wizards mastered necromantic arts that allowed the fallen victims of the plague to continue to serve the new Charonti culture as a manual labor force. After a period of vicious civil war, the nation has now united under a fair and benevolent queen. The Charonti people seek to regain their lost magic and their lost empire—but as they explore the island seeking ancient cities that have been swallowed by the wilderness, they find that their ancestral home has been invaded.

In this, the second of the three-part *Jakandor* series of products, the history, culture, politics, religion, cities, attitudes, and magic of the Charonti people—a nation of wizards—is fully detailed for the first time. Included in this package is all the information needed to run Charonti PCs in a full-fledged Jakandor campaign, including a color map of Jakandor. The Charonti's unique magic system is also detailed with new kits and new spells for Charonti PC wizards.



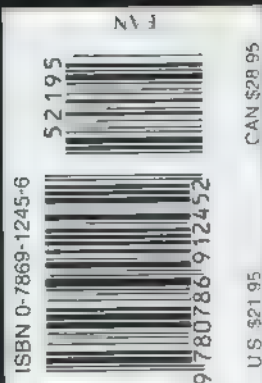
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Advanced Dungeons & Dragons® Odyssey™

JAKANDOR: ISLE OF DESTINY DM'S LOREBOOK

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Introduction: **ISLE OF DESTINY**

This book is designed to help Dungeon Masters create new adventures on JAKANDOR: Isle of Destiny. This

book also provides an introductory adventure. This book is for the DM only. If you are a player, please do not read further.

The Charonti are an ancient people. Their ancestors were once masters of all magic. That civilization was destroyed centuries ago by a horrible plague. Now, they are the last of the world's oldest civilization—a culture dependant on the use of magical artifacts and the service of undead servitors to perform manual labor. These survivors have begun the tasks of recovering the lost magics, rebuilding their ancient cities, and restoring their fallen society to its former glory.

The Charonti live in limited sections in the ruins of four major cities. They are ruled by a monarchy—a queen and her council of five groups: the court, the council, the vizier, the jurists, and the high guardian.

An ordered society, the Charonti follow a system of specialization. This system assigns each citizen to a social caste where his skills and aptitude are best suited to serve society. Thus, the wisest members rule for the benefit of all, freeing those with more appropriate skills to pursue the study of magic and rebuilding the nation.

Magic is central to Charonti society. The Colleges of Wizardry, or the *Addakainen*, form the core of the social system. Though once quite powerful with the arcane arts, the Charonti must now recover the old lore from the ruins of the past. They seek to rebuild the Great Library of the Dodecon, repository of arcane lore.

Still, the most startling aspect of Charonti society is the use of the *Charonath*—the reanimated remains of their ancestors, to serve as undead servants for society! There is no greater honor for Charonti then to continue to serve even after they have passed beyond the veil.

MANAGING MAGIC

Magic plays a unique role in a Charonti campaign. In this land, magic is widespread and common. Many magical items are made and sold on the street. While spell casters are held in high esteem, Charonti view

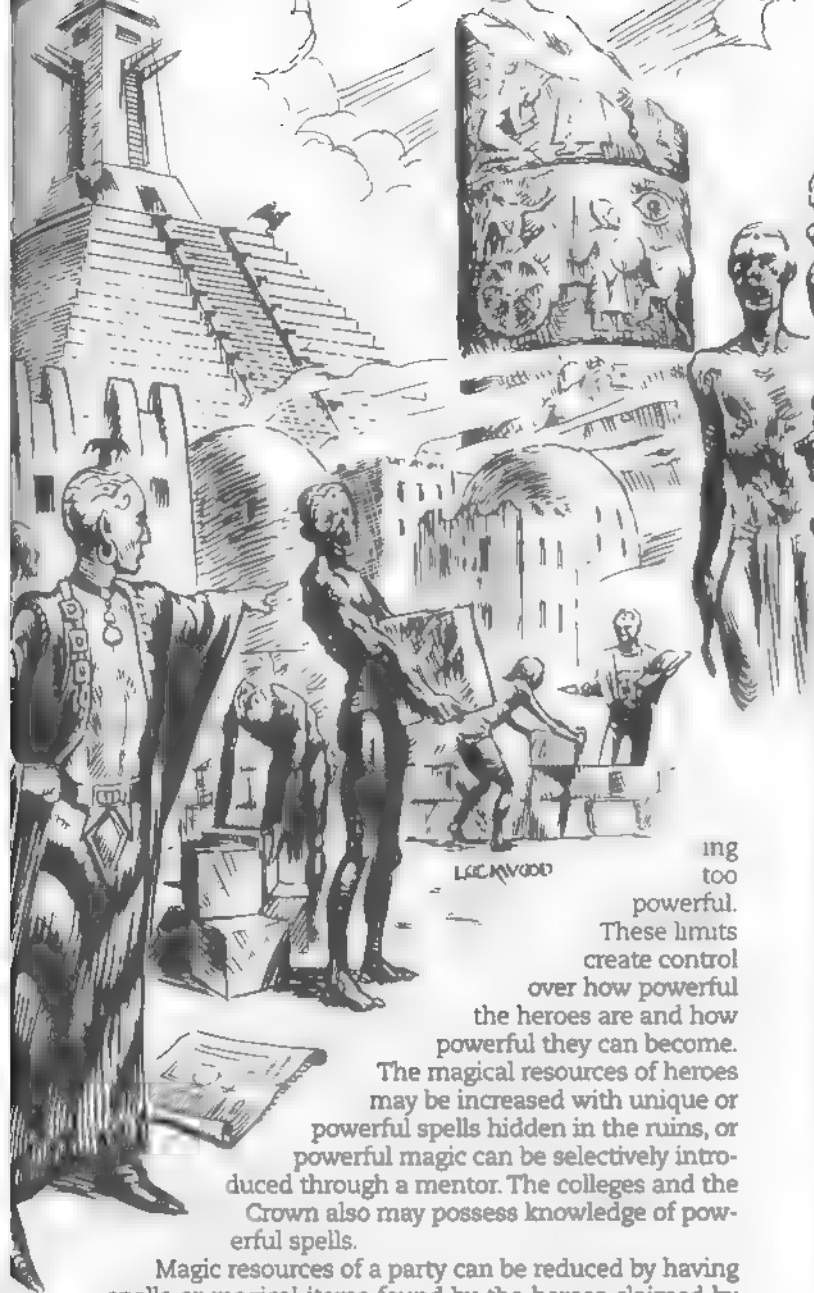
magic as a common tool used in every day life, not as something filled with superstitious awe. Even Charonti who are not spellcasters know the names of spells.

However, as widespread as magic is in this society, it also has its limits. Most spells greater than 3rd level have been lost and forgotten.

This aspect of the setting makes the game exciting in several ways. First, it provides a goal for heroes, a way they can contribute to the reconstruction of their lost civilization by finding forgotten spells. Second, it provides a wonderful device for creating adventures. What happens if the heroes hear of a friend who found a lost spell and decided not to turn it over to the Crown? What if an enemy comes into possession of powerful lost magic? Making magic limited in a magic-based society creates a foundation for unlimited conflicts and adventures. Thirdly, it creates an incentive for heroes to conduct spell research. Many campaigns miss the adventure possibilities of spell research. Spell research provides the opportunity to send heroes in quest of esoteric spell components.

Finally, the limitations of magic in the Charonti culture make it easy to avoid the problem of heroes becom-





ing too powerful. These limits create control over how powerful the heroes are and how powerful they can become. The magical resources of heroes may be increased with unique or powerful spells hidden in the ruins, or powerful magic can be selectively introduced through a mentor. The colleges and the Crown also may possess knowledge of powerful spells.

Magic resources of a party can be reduced by having spells or magical items found by the heroes claimed by the Crown. An easy way to give heroes access to other powerful devices without unbalancing the campaign is to allow them to discover a rare or unique item in the ruins that they may use during their current adventure but must then relinquish to the Crown upon their return.

While a list has been provided of which spells are known, the DM can decide if there are additional spells that have been recovered by the Crown or a college and simply kept secret for the public interest or for more nefarious reasons. While all spells are supposed to be registered at the Dodecon, not all remain on public lists. Treat the Crown and the Colleges as a limitless supply of resources. If the DM's story requires that the heroes have something, give it to them.

Keep in mind that not all lost magic must be powerful to be valuable. The Crown is dedicated to recovering all lost magic. This means the heroes might be handsomely rewarded for recovering a weak spell that can be used by the public and that will improve the lives of all citizens (such as a cantrip that cleans clothes),

ELDER SPELL LIST

Here is a complete list of Elder spells (spells that can be learned by members of every College). Those listed in *italics* are lost at the start of the campaign.

1st level: cantrip, charm person, comprehend languages, detect magic, hold portal, light, magic missile, Nefti's spell recall, phantasmal force, protection from evil, read magic, sleep

2nd level: continual light, detect evil, detect invisibility, ESP, invisibility, knock, levitate, wizard lock

3rd level: clairaudience, clairvoyance, fireball, fly, haste, hold person, infravision, invisibility 10' radius, lightning bolt, protection from normal missiles, slow, water breathing

4th level: charm monster, confusion, dimension door, hallucinatory terrain, ice storm, massmorph, plant growth, polymorph other, polymorph self, wall of fire, wall of ice, wizard eye.

5th level: animal growth, animate dead, cloudkill, feeblemind, hold monster, magic jar, passwall, telekinesis, teleport, transmute rock to mud, wall of iron, wall of stone

6th level: antimagic shell, control weather, disintegrate, enchant an item, geas, globe of invulnerability, invisible stalker, lower water, move earth, part water, project image, stone to flesh

7th level: charm plants, limited wish, mass invisibility, power word stun, reverse gravity

8th level: permanency

rather than if they return with a chain lightning spell.

Rewarding Charonti characters should take a different form than it does in other campaigns. Scholars cannot amass personal wealth, so treasure is useless. They can be given more responsibility, or assigned to more interesting projects, as well as given access to new magic. Guildsmen, on the other hand, are likely to desire treasure but must give most of their finds to their lineage. This is not usually a hardship, since most guildsmen live with their families and any treasure they acquire just serves to raise the standard of living for their household.

UNDEAD RESOURCES

One often finds more unliving Charonath than living Charonti in a civil center. As with magic, undead are viewed pragmatically. Charonath are tools, not figures of tragedy or terror. Charonti view *rending* after death as a chance to escape imprisonment in the afterlife. Rending allows a person to serve the community.

The availability of undead servants and animated automatons to aid a party of adventurers can affect the balance of a campaign. These resources must be handled carefully. A few undead retainers are often sent on any expedition for the Crown. These servants can function as bearers, laborers, or as warriors, a role that few living Charonti are suited for. However, avoid letting the

COLLEGES OF WIZARDRY

The DM may choose to run the Colleges of Wizardry as schools of specialists devoted to serving the public interest. Or the DM may choose to create conflict between the different colleges. Even good-aligned characters can have distinctly different ideas about what is in the public interest. Philosophical differences among lawful, neutral, and chaotic characters are a staple of many AD&D® campaigns and serve as an excellent example of the kinds of conflict that can develop on a societal scale. If a theme of treachery or layers of intrigue is desired, remember that the founders of the Colleges of Wizardry were warring magelords.

The colleges may operate in this campaign very much like secret societies do in history, fiction, and other AD&D game settings. To low-level characters that are members of a college, they will believe that each college is what it appears to be: groups of public servants advancing the reconstruction in their own way. Member characters at higher levels of experience may be allowed into an inner circle, discovering and learning spells that were believed to be lost but which are actually held in secret by the college, either with or without the complicity of the Crown. At the highest levels, only a select few are introduced to the hidden agenda of a college. These hidden agendas may never be discovered, but they serve to motivate plots within the empire at a level so deep that heroes may never become aware that they are puppets of higher masters.

Each of the colleges has a public agenda that is well known and often a source of conflict in its own right. However, the secret goals that drive competing colleges at the deepest levels are reflected in their hidden agendas. Here are synopses of the attitudes that motivate each college:

College of Abjuration

Public agenda: We serve society by protecting it against the ambitions of those whose visions of the future are less than just. As we recover the past, we must be vigilant to its dangers.

Hidden agenda: Enemies surround our queen. We must be vigilant, so that when all others betray her, we remain true and preserve her vision.

College of Alteration

Public agenda: Through our magic we will establish the gateways that will expand the borders of the nation until they again encompass the entire material world.

Hidden agenda: By controlling the magic of the gates, we control the borders of the nation. We can contain insurrection or secure a civil center under siege. If there comes a time of internal strife, it is we who will decide the terrain upon which a conflict is fought, and thus it is we who will choose who succeeds.

College of Divination

Public agenda: Strive to recover the past and do more than any college for that purpose.

Hidden agenda: All processes are cyclical. We have divined our future. Our nation will rise and then fall again. We must collect and protect all the knowledge of our people so that it will be easier for distant generations to recover from disasters that lie ahead.

College of Conjuration

Public agenda: We are pioneers, exploring the pathways between the supernatural realm and our world. This knowledge will protect us and prevent us from being subjugated by the powers that lie beyond.

Hidden agenda: The achievement of a just society should not be limited to the material world. When our strength is great enough we will storm the heavens, subjugate the powers of the supernatural realm, and free the oppressed creatures imprisoned there.

College of Enchantment

Public agenda: Our creations make life easier for all.

It is we who allow society to exist by freeing so many from manual labor and allowing them to devote themselves to the needs of the nation.

Hidden agenda: We must make magic available to all. If magic is controlled by a few, they will abuse it, and the nation will fall.

College of Illusion

Public agenda: We are recorders and educators, poets and historians. We dutifully pass the history and legends of our people on to the ensuing generations.

Hidden agenda: The moments and ideas that define our people are in our care. We can shape reality. We have the power to define the past and the present. Thus, we will forge the future.

College of Invocation

Public agenda: Our future lies in galvanic research, not in the past. We must reawaken the spirit of creativity that raised our nation to its peak, not just dust and copy the achievements of our elders.

Hidden agenda: If we continue to look backward, we will repeat the failings of the past. Galvanism will allow us to transcend magic through a technology that is available to all. We must, however, participate in the exploration of the ruins, for in the history of our school lies some of the most destructive magic imagined. We must make certain it does not fall into the hands of an ambitious college.

College of Necromancy

Public agenda: We save citizens from eternal subjugation in the supernatural realm of the afterlife. We permit people to attend to mundane tasks in death so that the lives of others may be spent on richer pursuits. We retain what we can of our ancestors so that nothing of our people is lost for good.

Hidden agenda: We will only be truly free when we can break the circle of life and death and Charont can live eternally. We will find the secret of immortality and confer it upon all our people so that no plague can lay waste to our nation, and we will be as gods.

players use the Charonath as cannon fodder. This is not to say that heroes should protect undead with their lives. To the contrary, the purpose of the undead is to defend the Charonti. But the heroes should be aware that Charonath are in limited supply, and when they are destroyed the heroes are on their own.

If the heroes must return home in the middle of an expedition because their Charonath were destroyed, it is unlikely that their patrons will think it wise to entrust more valuable resources to the heroes. The Crown is not likely to look favorably on the careless waste of Charonath. However, it is recognized that destruction of undead servants does occur. If the heroes return badly injured and their Charonath destroyed, they may not be viewed as having acted carelessly. It may be assumed that the heroes faced difficult opposition, and thus these explorers may be provided with more support if they try the mission again. Alternatively, more experienced Charonti nonplayer characters may be assigned to take command of the expedition. The DM's goal is to avoid giving heroes the feeling that they have an unlimited supply of Charonath. Conversely, don't be too stingy.

TRAINING & ADVANCEMENT

The rules for advancement in the Player's Guide incorporate character growth in a Charonti campaign as a part of the culture. A mentor is charged with the duty of making certain that an apprentice is mature enough to handle the responsibility of increased power that comes with advancement. Just because a character has enough experience points does not mean the character will advance, simply that he or she has the potential to do so.

Some players may become frustrated when their heroes do not advance automatically, and that some of the benefits from rising in level may be withheld by a mentor who does not feel a character is emotionally ready to handle greater knowledge. If the rules for training and advancement get in the way of having a good time, consider them optional. They should only be used if it enhances the adventures. This rule can be dropped partway through a campaign by ruling that after reaching a particular level (5th or 6th), characters may train themselves. However, wizards will only be able to gain new spells through adventuring if they have no mentors. Or eliminate the role of the mentor in level advancement and keep the character type around as an advisor who can provide direction as well as new spells on occasion.

THE SPIRIT OF THE CHARONTI

The greatest challenge for most players in a Charonti campaign will be adjusting to the culture. The queen is at the helm of a nation at war. Heroes that are scholars are expected to behave with patriotism, duty, and devotion. Guildsmen are free to make what they will of their lives, but must never lose sight of what it means to be Charonti. The DM should use non-player characters to introduce players to Charonti attitudes. Both through their actions and their reactions to the behavior of the heroes, supporting characters can help players understand how their heroes should conduct themselves.

Charonti mentors are more interested in the wisdom

and emotional maturity of their apprentices than in a list of specific accomplishments. No matter how many items a young wizard recovers from the ruins, a mentor is unlikely to support a character if he is irresponsible or shows a lack of respect for both the power of magic and the wisdom of his superiors. Encourage players to get into the spirit of things. Award experience point bonuses for extraordinary roleplaying. A character who bows and remains respectfully silent in the presence of a socially superior character who is behaving like an idiot deserves a reward!

Calendar & Climate

If the isle of Jakandor is placed in an existing campaign world, use the calendar from that world—perhaps the Charonti actually invented that calendar and taught it to the "savages" when the world was still young. For spell casting purposes, Charonti weeks should be no less than five days and no greater than eight days long. If this campaign is independent, use this calendar. A year is ten months long. Each month has five weeks of five days. A year is divided into five seasons each two months long: a rainy, planting, dry, harvest, and winter season.

The climate of the island varies dramatically from east to west. Moist winds blow year round, with the prevailing currents running from northeast to southwest. To the east winds bring rain to the rolling hills. In central Jakandor, the moisture rains down upon the eastern slope of the mountains and runs down the valley of the Uton River. In western Jakandor the clouds dissipate along the mountainous northern coast, leaving the plateau to the south mostly dry and barren.

The seasons pass almost unnoticed in the west, except for a distinct drop in temperature during winter. To the east of the Thanhogathmose Mountains, the change of seasons is dramatic and varied. The rainy season is a time of winds and drenching torrents that run down from the Aten Hills into Lake Hramihn and cause the western rivers to swell. As the flooding passes, rich soil is deposited in the fields and the planting season begins. During the dry season, temperatures rise but irrigation prevents the crops from dying. The harvest is a busy time, when many Charonath are taken from other duties to help bring in the grain. Winter on western Jakandor is mild, and there is snow only in the highest peaks. The eastern side of the island suffers a lot of snow and fierce cold.

THE WASTING PLAGUE

The JAKANDOR: Isle of Destiny — Player's Guide presents the basic history of the Wasting Plague. But the Wasting Plague has changed, it has mutated over the centuries, and a number of different strains have arisen.

The Wasting Plague is a difficult thing to play and control. No player has fun when his or her character is punished for acting heroically or even reasonably. Thus, the plague should be played with extreme care. Include it only when it advances the story. Use it as an element of atmosphere, rather than as an obstacle. Often, encountering a scene where the plague has wreaked havoc but is no longer a threat can be enough to create a mood of danger. The DM may want to allow the plague to mutate or introduce a new strain.

Chapter 1: **THE KNORR**

The Knorr are a young race of warriors whose culture revolves around personal honor and glory in combat. They are the refugees of a war with a mercantile race that began to colonize their coastal villages. The Knorr arrived on Jakandor after being swept off course by a terrific storm during the last of their great battles. They believe that their goddess, the War Mother, sunk the entire world beneath the waves because the Knorr were out of balance with the world. They believe the War Mother placed the Knorr on Jakandor to redeem them.

The very existence of the Charonti, or "the broken people," is an affront to the Knorr. The creation of undead is a flagrant violation of the balance between life and death. The Knorr feel they must free these bound spirits to their final rest by destroying the undead. The Knorr view the Charonti as a spiritually bankrupt and cowardly people, evil and without honor. The Knorr fear magic and would never consider actually parlaying with Charonti, for they could be enchanted and suffer an afterlife as an undead slave. They believe that the ruins full of treasure have been placed by the War Mother to test the Knorr's courage.

The Knorr are engaged in a Holy War to restore the world. They must regain honor and destroy Charonti.

The Knorr will almost always attack living Charonti and undead Charonath on sight. They will almost never speak with a Charonti and certainly will never trust one. They plunder the ruins for tokens of their heroism, but are somewhat distrustful of magic and may simply destroy things that may be of use to the Charonti but which they do not themselves understand.

CLANS & CULTS

Knorrman culture revolves around a fierce loyalty to one's family and clan. The clan is an extended family, with relatives scattered across the face of Jakandor.

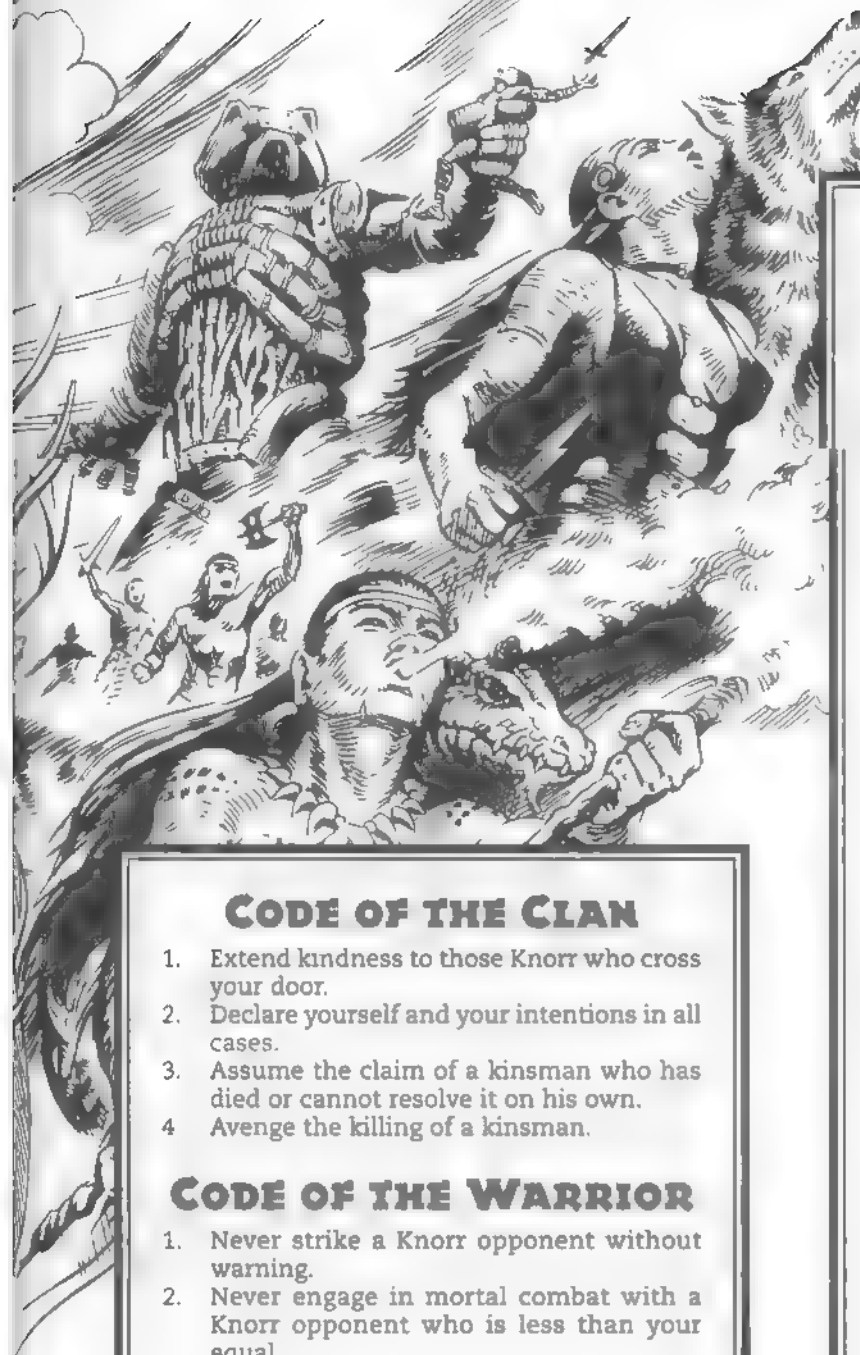
The Knorr concept of family is extremely flexible. They will even adopt the children of fallen victims, prisoners, and slaves. A clan may contain from 30 to 1,000 Knorr. Each clan worships a totem spirit or animal that is considered to be the clan's guardian.

Another important aspect of Knorr spirituality is that of the beast cults. Each cult worships a totem animal and each beast cult is devoted to mastering a particular style of combat, commonly based on the fighting techniques of the totemic animal.

CODES OF HONOR

The Knorr are an extremely religious race, following strict Codes of Honor. These codes are oftentimes their greatest weakness. The Knorr consider the use of missile weapons cowardly. Stealth, cunning, and surprise are tools of the weak. There is no honor in defeating an opponent who one clearly outmatches. Battles are often clusters of single combat rather than





CODE OF THE CLAN

1. Extend kindness to those Knorr who cross your door.
2. Declare yourself and your intentions in all cases.
3. Assume the claim of a kinsman who has died or cannot resolve it on his own.
4. Avenge the killing of a kinsman.

CODE OF THE WARRIOR

1. Never strike a Knorr opponent without warning.
2. Never engage in mortal combat with a Knorr opponent who is less than your equal.
3. Only strike a Knorr opponent when he is ready to receive your blow.
4. Never use a force of numbers against an opponent.
5. Never pursue a foe fleeing from the field of combat.
6. Never mock your opponent.
7. Missile weapons are for killing animals, not Knorr.
8. Pray for your fallen enemy.

CODE OF THE HUNTER

1. Do not hunt your spirit brother. (totem animal)
2. Hunt only what you must.
3. Pray for your fallen quarry.

CHARACTER KITS

The following character kits are among those described more completely in the *JAKANDOR: Island of War* product. These short descriptions will serve as examples of how the Knorr think and behave. Knorr may also be treated as enemies for the campaign's Charonti heroes if and when they are ready to encounter the Knorr culture. Most encounters with these proud warriors, at least at first, are likely to occur near the center of the island of Jakandor. It is likely that the Knorr barbarians encountered also will be parties of their people's heroes exploring this strange land.

Each character kit description is presented in the following format:

The first paragraph presents a brief statement of the character's special status in Knorr culture.

Requirements: This lists the minimum ability scores and other necessary attributes.

Animal Totem: This category only applies to members of beast cults. The spirit animal is honored by clan members. Members may adorn themselves with feathers, furs, tattoos, ritual scars, or paint to look like their spirit animal. It is considered bad luck to kill or witness the death of one's totem animal.

Role: This lists the kit's status among the Knorr.

Weapon Proficiencies: Weapon proficiencies are key to the Knorr character kits, as many kits place restrictions on which weapon proficiencies can be chosen by a character pursuing this role.

Equipment: If a character is required to use certain types of weapons, armor, or other gear, these restrictions are listed here.

Nonweapon Proficiencies: These character kits are distinguished by common skills. *Bonus* proficiencies are skills automatically available to the character. *Recommended* proficiencies list skills that a character pursuing this role may possess. The number listed in parentheses is the number of proficiency slots required to learn this skill. *Banned* proficiencies lists skills that may not be learned by the character.

Special Benefits: This kit may grant advantages for characters that take on this role.

Special Hindrances: This kit may impose unique vulnerabilities, weaknesses, or obstacles for characters that take on this role.

Magical Abilities: This section describes any spells or spell-like abilities (clan rituals) which a character that takes on this role may possess.

organized efforts. The three codes are listed here to give an idea of their impact on Knorr conduct.

These ideas of conduct are reserved for other honorable Knorr. The Knorr tend to treat Charonti more like a hunter treats his quarry. However, Knorr will often behave in a manner that they see as heroic but a Charonti would see as foolhardy or simply irrational.

The companion product, *JAKANDOR: Island of War*, provides everything the DM needs to know to play the barbaric invaders of Jakandor. Until the players begin to make earnest efforts to venture eastward, the DM may provide simple encounters with crazed savage warriors. Naturally, heroes can be kept more than busy simply advancing the reconstruction and negotiating their way through the politics of a nation in rebirth.

WARRIOR KITE

Backlasher (Cult of the Hawk)

These Knorr are master hunters who are experts with their specialized throwing clubs—known as backlashers—which return to the thrower like a boomerang. The backlasher club returns even if the attack is successful.

Requirements: Dexterity 13.

Animal Totem: Hawk

Role: Highly regarded as game hunters, backlashers are often found among Knorrman hunting parties. Due to their tracking skills, backlashers are also excellent bounty hunters to track a dishonorable Knorr outlaw or other honorless being. Backlashers may not use their missile weapon against honorable Knorr. But, like other Knorr, they are not bound by Knorr Codes and may use their missile weapons against such foes as outlaws, foreigners, Charonti, and monsters.

Weapon Proficiencies: A backlasher must use one initial proficiency slot to learn the use of the backlasher club and another on the bolo. A backlasher is able to specialize with either of these weapons. These are the only weapons this warrior can ever gain proficiency in; all unused weapon proficiency slots may be used as nonweapon proficiency slots.

Equipment: As noted, the backlasher may become proficient with only two weapons.

Backlasher club: Size: S; Type: B; Speed: 3;

Dmg: 1d8/1d6; **RoF:** ½; **Range:** 10/20/30.

Bolo: Size: M; Type: B; Speed: 8; **Dmg:** 1d4/1d4; **RoF:** ½; **Range:** 20/40/60.

Armor: If a backlasher wears armor heavier than hide (AC 6), he or she suffers a -2 penalty on any attack rolls.

Nonweapon Proficiencies: **Bonus:** Tracking. **Recommended:** Animal Handling (1), Hunting (1), Religion (2), Rope Use (1), Set Snares (1); **Barred:** Astrology, Blacksmithing, Weaponsmithing.

Special Benefits: The backlasher club inflicts 1d8 points of damage on a successful attack and returns to the thrower regardless of whether the club hits its

target. A backlasher can automatically catch a returning club, but only if he or she takes no other action the round following the throw. This club also can be used in melee combat.

In a backlasher's hands, a bolo returns to its thrower, but only if it misses its target. Catching a returning bolo requires no action the round following the throw.

Special Hindrances: A backlasher may use any weapon but can gain proficiency with only the backlasher club and the bolo. When hunting any non-Knorr creature (Knorr outlaws qualify), the backlasher is free to use these special skills, but in combat against honorable Knorr warriors, the backlasher must adhere to the Knorr Codes of conduct and will not attack with missile weapons, instead closing to melee with the foe.

Backlashers do not gain multiple attacks with the thrown backlash club or bolo due to level advancement when used as a missile weapon. They do, however, enjoy gain extra attacks due to specialization when using their weapons in melee.

Magical Abilities: Backlashers can perform clan rituals.

Forestwalker (Cult of the Stag)

These Knorr warriors rely on their ability to hide and move quickly through the shadows of the heavy forests that blanket much of Jakandor. They are noted for the green and black pigments they use to paint their skin, the intricate designs worked into the leather of their clothing, and the leather laces they use to tie their clothes snug to avoid snagging branches and bushes.

Requirements: Dexterity 12, Wisdom 12.

Animal Totem: Stag.

Role: Forestwalkers act as scouts and guides for other Knorr, a role these men and women relish. They enjoy wandering and often living amongst the wooded glades, bowers, and streams of Jakandor. While they do use their talent for stealth to gain an advantage over their foes, they still follow the Knorr Codes of conduct. For example, a forestwalker may suddenly appear in front of an opponent but will not ambush from cover.

Weapon Proficiencies: A forestwalker must devote one of his initial proficiency slots to the short bow.

Equipment: The forestwalker has no restricted weapons, but must learn to use a short bow at first level. A forestwalker may wear only leather or hide armor and may not carry a shield.

Nonweapon Proficiencies. **Bonus:** Direction Sense; **Recommend:** Animal Handling (1), Animal Lore (1), Bowyer/fletcher (1), Cobbling (1), Disguise (2), Firebuilding (1), Healing (3), Herbalism (3), Hunting (1), Leatherworking (1), Musical Instrument (2), Reading Lips (3), Religion (2), Set Snares (1), Singing (1), Tracking (2), Weather Sense (1). **Barred:** Astrology, Navigation, Seamanship.

Special Benefits: When in wooded terrain, a forestwalker is able to hide in shadows and move

silently as a ranger two levels higher than the forestwalker. The forestwalker may disappear from view from anyone who is at least 15 feet away with a successful *hide in shadows* roll. Anyone trying to track a forestwalker suffers a -5 penalty, unless the forestwalker deliberately leaves a trail.

Special Hindrances: The forestwalker feels out of place anywhere but his woodlands. When in surroundings that do not include trees or dense shrubs, the forestwalker suffers a -2 penalty to his attack rolls.

Note that the forestwalker's *hide in shadows* and *move silently* abilities only function in a forest.

Magical abilities: Forestwalkers can perform clan rituals.

Sentinel (Cult of the Fox)

These acutely aware warriors make valuable members of any clan. They dye their hair bright red in homage to their totem animal and as a warning to those foolish enough to challenge them. They possess an uncanny ability to sense danger.

Requirements: Intelligence 13, Dexterity 13.

Animal Totem: Fox.

Role: These red-haired warriors often act as guards of important sites, a clan village, or a remote outpost. They may work alone or with other sentinels. Their heightened awareness is always valuable in combat.

Weapon Proficiencies: Two of the sentinel's initial weapon proficiency slots must be used to learn to fight with a dagger and spear (the former for its general utility and the latter for hunting).

Equipment: Sentinels may not use a melee weapon, other than a spear, with a speed factor greater than 5. They may wear any armor but may not wear a helmet.

Nonweapon Proficiencies: Bonus: None. Recommended: Blind-fighting (2), Cooking (1), Fire-building (1), Hunting (1), Religion (2), Survival (2). Barred: Astrology, Disguise.

Special Benefits: When alone or in the company of other sentinels, a sentinel will never be surprised, even if asleep as an encounter begins. In the company of non-sentinel characters, a sentinel may be surprised, but the sentinel gains a +1 bonus to his surprise roll, even when asleep. If not surprised, a sentinel becomes immediately aware of an encounter. That character may act or attack immediately. This ability is negated if the sentinel is unconscious, not merely asleep, or is under the influence of some magic such as a *sleep* spell.

Special Hindrances: Because a sentinel has trained to sleep so lightly, rest is vitally important to the character. For every day that a sentinel goes without at least 8 hours of uninterrupted rest, she loses 1 point from both her Dexterity and Constitution scores.

Lost points are regained at the rate of 1 point each for every 8 hours of uninterrupted rest.

Magical Abilities: Sentinels can perform clan rituals.

PRIEST KITS

Storm priest

These Knorrman priests revere the natural forces of the world, the wind and the weather. They see the natural elements as spirits who must be appeased or controlled in order to protect the Knorr world. Like other Knorrman priests, their religion is not organized into groups, though occasionally small bands may gather to study and pray together. They often can be seen praying atop hills in fierce rain, biting winds, and dangerous lightning storms. They wear several layers of clothing to protect them from the elements. Their most recognizable feature is that they braid their unruly hair and beards and coat them with wax and incense.

Requirements: Wisdom 12, Charisma 13.

Animal totem: None other than that of their clan.

Role: Storm priests are wild visionaries who can influence forces beyond the reach of the War Mother and the hearth gods. Other Knorr respect storm priests, though they are not fully understood and are viewed by their people as outsiders. While they prefer to live alone, exposed to the elements, a storm priest may seek the warmth and comfort of his kin to survive extremely foul weather such as winter storms.

Weapon Proficiencies: A storm priest must use his two first proficiencies to learn the short bow and mace.

Equipment: A storm priest may wear any armor and may use missile weapons. He may not use pole arms and is restricted to the use of blunt melee weapons.

Nonweapon Proficiencies: Bonus: Weather Sense. Recommended: Bowyer/fletcher (1), Dancing (1), Fire-building (1), Languages, Modern (1), Reading/Writing (1), Religion (1), Singing (1), Survival (3). Barred: Agriculture, Animal Lore, Astrology.

Special Benefits: Storm priests are the only Knorr who can use missile weapons against other Knorr without fear of condemnation or loss of honor for breaking the Knorr Codes. The Knorr believe the missiles of a storm priest are akin to the wind or bolts of lightning the priests are known to command. These missiles are righteous and vengeful weapons of the elements. The Knorr view the victims of such missile fire as those who have offended the spirits of the storm. The storm priest must follow all the other Knorr Codes of conduct and often alert their opponent before firing on them.

A storm priest coats the ends of his braids with incense and wax before battle. He then ignites them before or during melee. This action requires a full round to ignite the braids. If interrupted, the braids fail to catch fire and the priest must try again.

When lit, the braids smolder and smoke, forming a blinding cloud around the priest. Those attacking the priest suffer a -1 penalty to their attack rolls as their target is partially obscured by the smoke. Opponents who enter into melee with a storm priest must save vs. poison to resist the foul-smelling smoke,

which is an irritation to their eyes and nose. Failure results in an additional -1 penalty to the foe's attack rolls for the next 1d4 rounds.

The cloud of smoke lasts for 1d6+3 rounds before the wax and incense are burned up—at which point the storm priest must take one full round to extinguish the embers and prevent his hair from catching fire. In an emergency, a storm priest may let his braids burn for an additional 1d6 rounds, but he suffers 1d4 points of damage from the experience and may not use this tactic at all for the next 1d4 weeks while his hair grows back.

Special Hindrances: The distinctive odor of a storm priest gives foes a +2 bonus on their surprise rolls.

Magical abilities: Storm priests have major access to the spheres of all, astral, creation, divination, elemental, guardian, healing, necromantic, protection, summoning, sun, and weather. They have minor access to the sphere of plant. They may turn or control undead normally. They can perform clan rituals.

War Priest

These clerics serve the War Mother, the supreme figure in the Knorr religion. They preside over rituals conducted prior to battle and are fierce opponents in combat, often leading charges and rallying those Knorr around them to greater feats of barbarity.

Requirements: Wisdom 13, Strength 12, lawful alignment.

Animal Totem: Clan guardian.

Role: These ferocious priests, like other Knorr priests, have no organized hierarchy. Instead, they serve the War Mother as individuals. War priests specialize in destructive magic and those spells relating to the animal children of the War Mother.

A war priest is often found at a forge, hammering out axe and sword blades. Weaponsmithing is a form of spiritual meditation to these clerics, who often stock the armories in their villages with their weapons.

War priests are often sought out to bless duelists, raiding parties, and war bands. More than simply spiritual leaders, war priests serve as examples to all Knorr, as they pursue glory in combat. They shun stealth and deceit, even more than other Knorr, and celebrate simple bravery and valor.

Weapon Proficiencies: A war priest must use his first three slots (two initial and one at 4th level) to become proficient with the battle-axe, long sword, and short bow.

Equipment: War priests may use any weapon and may wear any armor.

Nonweapon Proficiencies: Bonus: Animal Lore, Weaponsmithing. Recommended: Ancient History (1), Animal Handling (1), Animal Training (1), Armorer (3), Blacksmithing (1), Bowyer/fletcher (2), Hunting (2), Languages, Modern (1), Religion (1), Riding, land-based (1), Set Snares (2). Barred: Agriculture, Astrology, Weather Sense.

Special Benefits: A war priest may specialize in the use of a single melee weapon; however, the bene-

fits of that specialization apply only when he's using a specialized weapon that he made himself. The priest must be at least 8th level to specialize, as this level is the first time the priest has a weapon proficiency slot that the player is free to assign as he wishes.

Special Hindrances: Due to their status in the Knorr society, these clerics are absolutely bound to act according to the Knorr Codes of conduct and are punished if they break the codes, even unintentionally.

Magical Abilities: War priests have major access to the spheres of all, animal, combat, healing, protection, and summoning. They have minor access to the spheres of divination, necromantic, plant, sun, and weather. They can turn or control undead normally and can perform clan rituals.

ROGUE KIT

Scavenger

Scavengers prefer to spend their time scouring the ruins of Jakandor for treasure. Often living a solitary existence in a small camp far from home and hearth, the scavenger's goal is to unearth artifacts or treasure that will bring glory to her and her kinsmen.

Requirements: Strength of 12 or less, Dexterity 13, Intelligence 13.

Animal Totem: Clan guardian.

Role: Distinct individualists, scavengers come from all walks of Knorr life. Some have an almost scholarly fascination for the past, while others exhibit the wild obsession of gold prospectors. In a society of warriors, those with less impressive physical skills find this a way to contribute to their clans.

Weapon Proficiencies: A scavenger must use one of her initial proficiency slots to learn the short bow, essential for hunting game animals. Scavengers may use any other weapon normally allowed to thieves.

Equipment: Scavengers can use any weapons useable by thieves, cannot use a shield, and can wear only leather, studded leather, or padded leather armor.

Nonweapon Proficiencies: Bonus: Ancient History, Mining. Recommended: Appraising (1), Brewing (1), Cooking (1), Fire-building (1), Hunting (2), Languages, Ancient (2), Musical Instrument (1), Religion (2), Rope Use (1), Set Snares (1), Survival (3). Barred: Astrology.

Special Benefits: A scavenger spends so much time sifting through debris in the ruins of Jakandor that he has a chance to identify the function of any magical item (just as a bard does). This chance to identify an item begins at 5% at 1st level, and thereafter improves by +15% per level to a maximum of 95%.

Since scavengers chose to live alone, they must sometimes sacrifice personal honor in order to ensure survival. To this end, scavengers possess the standard thieving skill of backstabbing.

Scavengers can learn to cast wizard spells as a bard does, but have none to start with and must acquire them through their adventures beginning at 2nd level.

Special Hindrances: Though scavengers function as rogues, they cannot pick pockets or open locks. At 1st level they gain only 30 bonus points to divide among their thieving skills (a maximum of 15 points to any one skill) and gain only 20 points at subsequent levels.

Although a scavenger may have some command of wizard spells, he'll only cast a spell in a life-or-death situation or when he's alone. Using magic in front of witnesses is liable to get the scavenger condemned as an outlaw. Scavengers follow similar tactics regarding their backstabbing ability.

Magical Ability: Scavengers may perform clan rituals, plus they have the potential to use wizard spells at the same rate as bards.

WIZARD KIT

Seer

With her unique ability to see the future, a seer is a feared and resented, yet important, part of Knorr society. If a seer's skill in seeing the future is a blessing, then her curse is that she cannot lie.

Requirements: Strength 13, Intelligence 12, Wisdom 16, any non-chaotic alignment.

Animal Totem: Clan guardian.

Role: Since her magical and divinatory powers are drawn from a source other Knorr do not understand and cannot access, even her own kinsmen treat a seer as an outcast. Also working against the seer is the fact her divinations are often vague, incomplete, or subject to interpretation. This leads, on many occasions, to where a seer's prediction is later decided by the Knorr community to have been incorrect.

Seers are often viewed as being disrespectful of clan traditions and beliefs, but this trait varies among individuals. Occasionally, a Knorr leader will take a seer as a trusted confidante and counselor, raising her to a position of social and economic power and prominence in the community.

Weapon Proficiencies: A seer can become proficient with the dagger, dart, staff, and sling. In addition, the seer can wield a long sword, battle axe, or spear and though the seer may not become proficient with these weapons, she may use weapon proficiency slots to decrease the penalty for using these weapons.

Equipment: A seer can wear no armor but may carry a shield.

Nonweapon Proficiencies: Bonus: Astrology, Reading/writing. Recommended: Ancient history (1), Cooking (1), Disguise (2), Fire-building (1), Hunting (2), Languages, Ancient (1), Local History (2), Religion (2), Spellcraft (1). Barred: Armorer, Blacksmithing, Blind-fighting, Bowyer/fletcher, Etiquette, Weaponsmithing.

Special Benefits: A seer begins her career with a crow as a familiar. It is not necessary for the seer to learn and cast *find familiar* in order to obtain this companion. If the crow is killed or abandoned, a *find familiar* spell must be cast for a new familiar to be found. This spell always delivers a crow for a familiar.

Crow familiar: AC 7; MV 1, Fl 36 (B); HD: $\frac{1}{2}$; hp: 3+1/level of seer; TAHC0: 20; #AT: 1; Dmg: 1; SA: 10% likely to attack an eye; victim loses eye if attack hits; SD: superior eyesight; can't be surprised in daylight; SZ: S (2-4'); ML Average (8-10); Int: semi- (4); AL: N; XP: 15.

As noted above, a seer can wield a battle axe, long sword, or spear though she cannot become proficient with any of these weapons. She can, however, spend weapon proficiency slots to reduce the normal -5 non-proficiency penalty for these three weapons at a rate of one slot equals a 1-point reduction of the penalty. One weapon slot spent in this manner reduces the penalty for all three weapons, not just one of the three listed.

Special Hindrances: A seer can never knowingly tell a lie, even to an enemy. If a seer speaks an untruth or in any way conveys false information (by sign language, writing, gestures, body movements, etc.), the lie is immediately seen by all to be what it is. In effect, it's just as if the person or persons presented with the false information had successfully cast a *detect lie* spell.

It's believed that the seer's close connection to her divination magic makes it impossible for her to misrepresent herself in any way. Since the seer can see the truth through her divination magic, she is correspondingly compelled to speak that truth and suffer whatever consequences it may bring.

Withholding information is not the same as lying. To prevent being caught in a lie, the seer must sidestep the question or try to satisfy the questioner with a riddle or parable. This evasiveness is part of the reason seers have a difficult time fitting into Knorr society. Also, a seer cannot be accused of lying if one of her predictions later turns out to be untrue.

A seer cannot cast any spell while holding any weapon other than a dagger, dart, staff, or sling. Neither can she cast any spell while holding a shield, unless it is a spell that requires only a verbal component.

Magical Abilities: The seer is treated as a specialist in the school of Greater Divination who has access to all schools except invocation/evocation, enchantment/charm, and illusion/phantasm. This is a variant of the standard game rule concerning opposition schools. If a spell belongs to more than one school and any of those schools are barred from the seer, the spell cannot be cast. The only exceptions to this rule are the divination/enchantment spell *magic mirror* and the divination/illusion spell *screen*.

The seer has no ability to perform clan rituals, but can be the recipient of clan ritual.

Other Kits

The *Island Of War* product contains details on many more character kits that are available to Knorr players and their heroes (or the NPCs).



The stone juggernaut, the most powerful of the three, is also the slowest and as such is used primarily for defense or to hold important ground.

The wooden juggernaut is the most common type. These totems are fast-moving and destructive.

The wicker juggernaut is a wicked device that has fallen into disuse.

These totems are set ablaze and deal flaming destruction in their wake. Only Knorr clans without honor retain the secrets of their construction.

As physically massive and imposing as they are, guardian juggernauts often also possess potent magical abilities.

Some of these powers are crafted into the juggernaut's construction by placing ancient Charonti magical items and artifacts within the great statue. The Knorr somehow then are able to use these items as part of the juggernaut's array of powers.

Full details on the construction and operation of the Knorr's guardian juggernauts can be found in the **JAKANDOR: Island of War** product.

KNORR MAGIC

This section introduces new magic, unique to the Knorr culture, called clan rituals. A few new spells for wizards and priests are also included below.

GUARDIAN JUGGERNAUTS

As the morning mist rises across an open field, the sound of thunder rolls across the earth and sends a flock of birds scattering into the cloudless sky. This does not signal the approach of a storm. It means that one of the Knorr's totems of wood, wicker, or stone has been animated and this behemoth, this guardian juggernaut, now seeks a foe, another of its kind from a rival clan, to battle and to settle a debt of honor.

Any clan can construct a guardian juggernaut in the image of its guardian spirit. These magical totem constructs are controlled by the consciousness of a single clan member and sent into battle, usually with devastating results for the clan's enemies (unless they have a juggernaut of their own). Each type of juggernaut has different strengths and different uses

CLAN RITUALS

A deeply religious people, the Knorr have developed customs and rituals that they all share and practice. Hunters pray for their dead quarries and farmers throw stones into the air on cloudy days to frighten the spirits into releasing rain. Knorr society does have wizards and priests as other people do, but magic is a part of the Knorr's world, not the spellcasters' exclusive domain.

Knorr characters use nonweapon proficiencies to learn clan rituals at a rate of one slot per ritual. They may learn only one ritual per level. However, some rituals cost nothing to learn, may be learned at any time, and do not count against the one ritual/level limit. For instance, all Knorr learn the ritual, *prayer for the dead*, at no cost. Rituals require an ability check to perform. The following examples provide a sample of these rituals and what they can do. The DM may create his own clan rituals.

Blessed Hunt (Enchantment/Charm) Cost: 1 slot
 Sphere: Ritual
 Range: Touch
 Components: V, S, M
 Duration: Special
 Performing Time: 1 round
 Area of Effect: One weapon
 Ability Check: Wisdom
 Saving Throw: None
 Frequency: Once per day

This is a prayer that Knorr recite over their weapons at the beginning of a hunt. The performer cradles her weapon and whispers a blessing directed for the weapon and the specific target of the hunt. The creature hunted must be named during the ritual. Thereafter, the weapon gains a +1 bonus for its first strike only against the target creature of the type named during the ritual.

If the weapon is used against another creature before it is used against the target named during the casting, the ritual is spoiled and the bonus fades.

This prayer can be used to hunt only normal animals or outlaw Knorr. It's not effective against monsters, Charonti, or other sentient creatures. This ritual gives no cumulative effect if cast on the same weapon by different performers.

Cry of the Clan (Alteration) Cost: 1 slot
 Sphere: Ritual
 Range: Unlimited
 Components: V, S
 Duration: 1 round
 Performing Time: 1 round
 Area of Effect: Kinsmen
 Ability Check: Strength
 Saving Throw: None
 Frequency: Once per week

When a performer uses this ritual, his kinsmen—no matter how far away they may be—gain the premonition that the performer is in danger. This ritual requires the performer to throw his arms to his sides, drop to his knees, and scream the battle cry of the clan. Each clan's cry is distinctive and recognizable to kinsmen, but sounds like an inarticulate wail to others.

Only kinsmen within the performer's immediate family or those who have seen the performer in the last year have a chance of hearing the cry. Any qualified kinsman must make a successful Wisdom check to become aware that his kinsman is in trouble.

This cry does not provide any idea of the performer's location. Those who know where the performer is may strive to come to his aid, while others feel compelled to make inquiries or may simply have a feeling that something untoward has happened. The Charonti have seen Knorr perform this ritual before the Charonath and the Charonti's magics overwhelmed the barbarians.

Prayer for the Dead (Abjuration) Cost: 0 slots
 Sphere: Ritual
 Range: 5 feet or touch
 Components: V, S
 Duration: Permanent
 Performing Time: 1 round
 Area of effect: 1 character or creature
 Ability Check: See below
 Saving Throw: None
 Frequency: Once per round

Every Knorr learns this ritual as a child and is able to use it at any time. This ritual is performed over a Knorr or his hunted prey soon after it dies. Physical contact with the creature is not necessary. If the performer does touch the deceased and makes a successful Wisdom check, this ritual prevents the victim from rising as undead or being animated by any means. The Knorr believe the victim's spirit has joined its ancestors.

This ritual does not affect undead, monsters, giant animals, outlaw Knorr, or Charonti. This ritual does not negate a *raise dead* or *resurrection* spell.

WIZARD SPELLS

Master Weapon (Alteration)
 Level: First
 Range: Self
 Components: V, S, M
 Duration: 1round/level
 Casting Time: 1 round
 Area of Effect: One weapon
 Saving Throw: Neg.

This spell temporarily negates weapon restrictions or penalties for wielding a weapon without proficiency. The seer may use the master weapon freely, with any Strength or Dexterity bonuses that may apply, for the duration of the spell. To cast this spell, the seer must hold the weapon overhead and invoke the name of the War Mother. This incantation sounds like a war cry and cannot be performed quietly. If the seer makes a successful save vs. spells, the weapon flashes with light. If the save is failed, the seer faces all normal penalties for using the weapon and will not be able to wield it at all if of a type forbidden to wizards. This spell may be cast on any ordinary or magical weapon. The seer may cast this spell only once every 1d4+4 days and can only cast the spell on him or herself.

PRIEST SPELLS

Ghost Shirt (Abjuration)
 Level: Second
 Sphere: Protection
 Range: Touch
 Components: V, S, M
 Duration: 1 turn/level

Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

This spell protects the recipient from attacks by undead, providing a +1 improvement to his Armor Class and a +1 bonus to saving throws against attacks made by undead. To cast this spell, the priest must paint a white stripe around the recipient's arm, torso, or head. This band vanishes when the spell's duration expires.

Undead Taboo (Abjuration)

Level: Third
Sphere: Protection
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 1 character
Saving Throw: None

The recipient of this spell is allowed a Wisdom check to resist any nonphysical attack or special ability of an undead creature, including aging, *charm*, disease, fear, life-energy drain, *magic jar*, paralyzation, and suggestion. The Wisdom check is in addition to any saving throw allowed and is rolled prior to the saving throw.

PLAYING THE KNORR

The Knorr view the Charonti (The Broken Ones or Bone-Gnawers as the Knorr refer to them) as corrupt, their necromantic magic an affront to the great Balance of the world. The Knorr believe the Knorr were punished by the War Mother because they let the world fall out of Balance. She sent a great storm to sweep the Knorr out to sea and away from their homeland and the invaders. The War Mother created Jakandor so that the Knorr might redeem themselves. The wise War Mother even provided a target to gain that redemption, the Charonti. The Knorr believe that if they destroy the Charonti, the War Mother will forgive them and she will remake their homeland.

The Charonti's use of undead is perhaps the most grievous sin against the Balance to the Knorr, who release the spirits of their dead to roam the afterlife and commune with their ancestors. To keep the spirits of their ancestors trapped in their dead bodies for an infinity of slavery is beyond the Knorr's understanding and is responsible for the Knorr's hatred of the Charonti and their constant attempts to destroy all the Charonath. The Knorr believe they are freeing the spirits of these undead to a joyful existence in the afterlife.

ADVENTURE SEEDS

The following present themes that the DM can use for his heroes to explore the nature of the Charonti way of life. In addition, an adventure, *Graduation Exercise*, has been included to introduce players to this campaign.

College Intrigue

This theme relates to Charonti history and the warring magelords. After these arrogant, power-hungry despots finally came together to rebuild the empire under the benevolent and just Crown, what the Charonti now know of as the eight Colleges of Magic slowly formed. Many rivalries existed between the various magelords and their assistants and apprentices, and many of those rivalries continue to exist today, though they are altered in form and less lethal than before.

Nevertheless, rivalries between colleges can form adventures unto themselves or can serve to provide subplots within other ongoing adventure scenarios. An adventure idea might include: a magical prank played by the heroes against members of one of the heroes' colleges or a prank played by other college members against the heroes, trying, through magic, subterfuge, or even breaking-and-entering to gain some embarrassing or incriminating evidence that a rival college has been conducting illegal magical research or withholding spells or magical knowledge from the Crown. Conflicts that could arise between colleges include: a game to curry royal favor, a race to explore a newly discovered ruin, or a rivalry between a hero mage and a nonplayer mage to win some goal (be it the attention of a mentor, command of an expedition, or the hand of one's true love).

For Queen and Country

The heroes could enter the employ of good Queen Nefti (temporarily or if they do well, permanently). While at first this idea might seem restrictive, trusted servants of the Crown often enjoy expanded privileges in society. They may hear all the latest news and gossip from their college or profession (their exploits are well known to mentors and admired by peers, though a few of each might be jealous). Or they may gain access to restricted, powerful magic and magical items.

Further, capable heroes could be assigned any conceivable type of activity by the Crown, including caravan-guard duty, envoy or escort of important people or items, missions to other civil centers, hunting outlaws and bandits, exploring ruins, or exploring the far eastern reaches of the empire and the primitive Knorr that have taken up residence there.

The Castes

Any society with a caste system offers numerous adventure opportunities, especially if the heroes are

from different castes. Scholars live to serve the Crown, while guildsmen work to improve their family's financial status.

As a DM, play the interests of scholars and guildsmen against one another. If a guildsman finds a cache of treasure or magic, she may claim it for her family, while a scholar hero might insist that it all rightly belongs to the Crown and the government should decide how it is allotted. Or, if the heroes are all of one caste, they may develop nemeses from the other.



REFERENCES

It's time to reveal that the poster map for Isle of Destiny is not entirely accurate. The trees on the far eastern end of the island have been cleared along the river valleys, as the Knorr have settled those areas in somewhat larger numbers than the Charonti believe. Major features and coastlines are correct, but only the largest Knorrman settlements are accurately marked.

While physically surveying the island would not be impossible, the Charonti tend to ignore Knorrman expansion in favor of locating and securing ruins they find mentioned on unearthed ancient maps and records. They currently rely on estimation from occasional survey flights over central Jakandor and population models to postulate the extent of Knorrman growth.

An accurate portrayal of the details of the eastern side of the island is found in *Island of War*. A complete map will be published in *JAKANDOR: Land of Legend*. The island makes a good campaign environment, because an undiscovered dungeon or ruin can be dropped almost anywhere without having to figure out how it got there or why it hasn't already been looted. The Charonti are not even sure where all their former cities lie, and the Knorr have only been wandering around for 150 years.

RANDOM ENCOUNTERS

Tables for random encounters are provided at the end of this section. Feel free to modify them or create your own. Keep in mind, however, that there are no known sentient creatures on Jakandor other than the Charonti, the Knorr, a handful of undead, and a number of lycanthropes. All other monsters should be selected from creatures of animal or lesser intelligence, or those that have no social structure or ability to communicate. No orcs, hobgoblins, or kobolds live on this island to stir up trouble. The island is so remote from other land masses even flying creatures cannot reach it.

A single exception to this rule is worth mentioning. The elder Charonti did bring small communities of other races to live within their cities in order to both learn about their primitive civilization as well as to transmit the high culture of the Charonti to the simple races. It is conceivable that deep within an-

cient ruins a pocket of descendants of primitive elves, dwarves, or halflings may still linger. Likewise, it is not altogether impossible that undead forms of these races might be encountered deep underground. The existence of these creatures could explain why temples and chapels other than those dedicated to Thanhotep are occasionally found within the ruins, for while simple religions of all primitive races were of interest, no self-respecting Charonti of that time would actually worship any god less than Thanhotep.

A few creatures deserve special mention. Horses are seldom found on Jakandor. They are normally located in a very rare space on the encounter tables. The grassland table is an exception: "Horse/Undead" is in a very rare slot, and "Undead (Horse)" in a rare slot. The creature mentioned before a slash indicates encounters in the wilderness, while those after the slash are encountered in ruins or near Charonti communities. When the horse appears in parentheses this result is used when the encounter takes place on the Hobra Plateau where horses are more common. The Charonti have not developed horsemanship. They have no need to look to such wild and unpredictable animals as either a source of labor, transportation, or food. A Charonti character using a horse as a mount would seem like a crazy and dangerous showoff to most people.

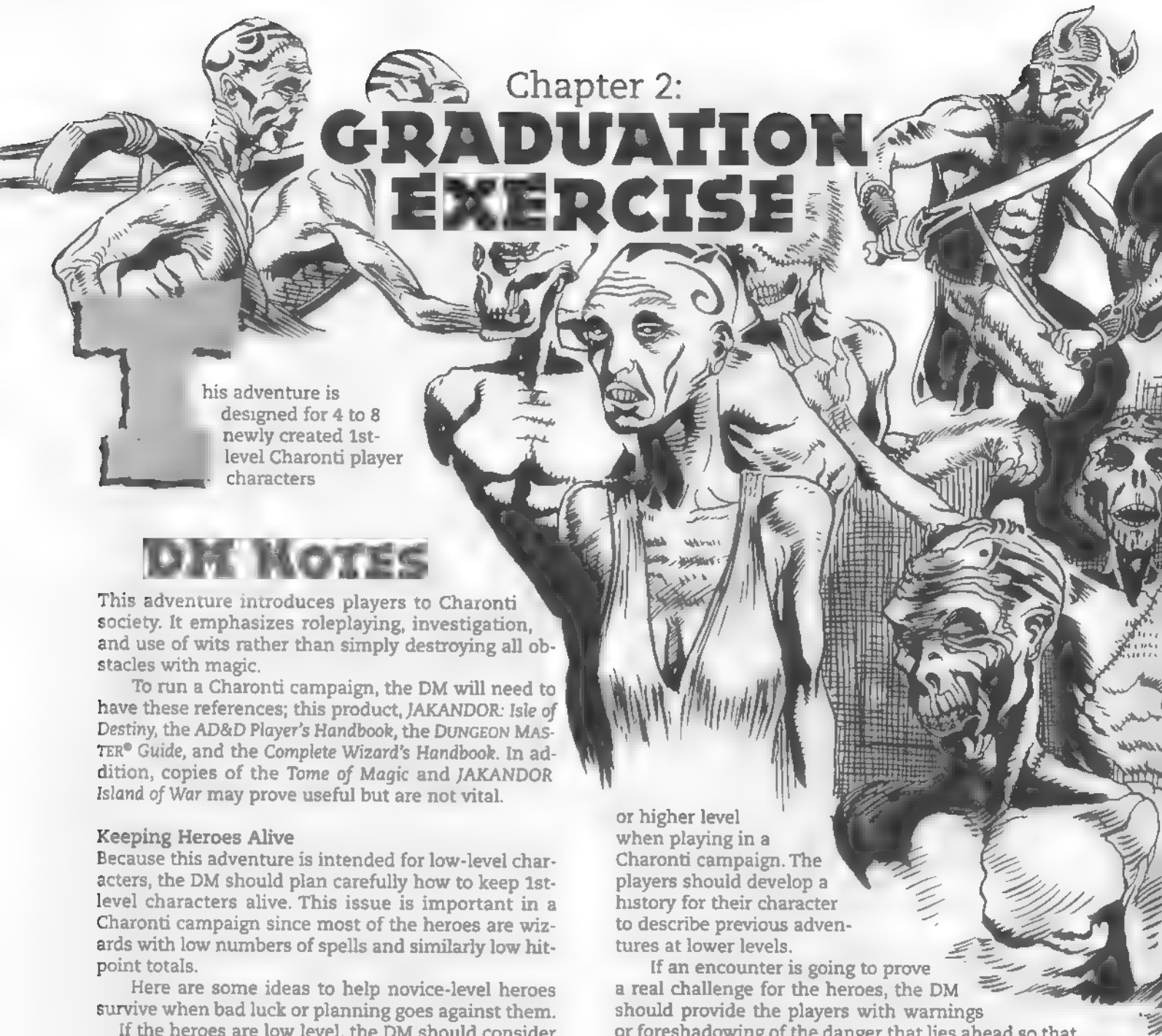
The Knorr may be encountered as farmers, fishers, hunters, ranchers, or as raiding parties, across the island as well as in the ruins, as they seek to plunder treasure. Knorr are very rare on the western half of Jakandor and rare among the ruins of Jakandor. Knorr should only be encountered in a ruined site if it is logically possible for them to have gained entrance to the place. In the eastern woodlands, where they live, they are fairly common. Some entries on the encounter charts are given as "Knorr/Outcast." On the western side of the island these should be interpreted as Charonti outcasts and on the eastern side as Knorr warriors.

The entry "Charonti scholars" refers to a group of Charonti who are exploring on behalf of the Crown.

Undead creatures are more common in the western badlands than in the eastern forests, where the Knorr have destroyed many. Undead encounters are usually not with Charonath but rather with normal undead. The single exception is the entry "Serathi." This represents an encounter with Charonath zombies.

True lycanthropes came to Jakandor hidden among the Knorr. Since then they have retreated to the wilds near the limits of Knorr civilization. Some have settled in the forests near Lake Orillia. When a lycanthrope encounter is rolled, use the special "Lycanthrope" table to determine the specific type of creature (rerolling illogical results such as a seawolf in the forest).

On the tables found on the inside front cover of the *JAKANDOR Players Guide*, a number in parentheses after an entry indicates the page in the *MONSTROUS MANUAL™* book where details can be found.



Chapter 2:

GRADUATION EXERCISE

This adventure is designed for 4 to 8 newly created 1st-level Charonti player characters

DM NOTES

This adventure introduces players to Charonti society. It emphasizes roleplaying, investigation, and use of wits rather than simply destroying all obstacles with magic.

To run a Charonti campaign, the DM will need to have these references; this product, *JAKANDOR: Isle of Destiny*, the *AD&D Player's Handbook*, the *DUNGEON MASTER® Guide*, and the *Complete Wizard's Handbook*. In addition, copies of the *Tome of Magic* and *JAKANDOR Island of War* may prove useful but are not vital.

Keeping Heroes Alive

Because this adventure is intended for low-level characters, the DM should plan carefully how to keep 1st-level characters alive. This issue is important in a Charonti campaign since most of the heroes are wizards with low numbers of spells and similarly low hit-point totals.

Here are some ideas to help novice-level heroes survive when bad luck or planning goes against them.

If the heroes are low level, the DM should consider attaching one or two higher-level non-player character wizards to the expedition. These high-level wizards will prefer to let the novices try their hand at solving problems, directing the Charonath servitors, and taking some of the risks. But if things prove deadly, the DM can have the wizards rescue the heroes at the last minute.

Another option is to attach several serathi, warrior zombies, to defend the heroes. If the challenges should prove too overwhelming, the heroes can always retreat. As a matter of fact, during their initial forays, low-level hero characters should not wander far from a portal so that they may easily flee to safety.

A third option is to begin player characters at 2nd

or higher level when playing in a Charonti campaign. The players should develop a history for their character to describe previous adventures at lower levels.

If an encounter is going to prove a real challenge for the heroes, the DM should provide the players with warnings or foreshadowing of the danger that lies ahead so that the heroes may be prepared.

Another way to reduce the danger is to create encounters that are nothing more than watching a titanic battle or something that is all sight and sound and implied danger rather than threatening actual damage to the heroes.

If, despite a DM's best efforts to protect low-level heroes, the challenges still prove too overwhelming, the DM may be lenient and use one of these plot devices. The hero does not die, he is only knocked unconscious for a time. Or, the hero is scarred or lamed and must suffer a penalty (-2 to -4) to actions till he can return to a civil center to heal more completely. Or, the hero may be placed in a peril, such as hanging



characters,
more mon-
sters, or more
opportunities

for roleplaying. Mold this adventure to suit the needs of the campaign and the likes and dislikes of the players.

Be sure to read through the entire adventure before running it. A loosely structured scenario like this requires the DM to make some decisions beforehand.

SYNOPSIS

The adventure begins with a Prelude set four years in the past. The Prelude deals with the heroes as 1st-level apprentices who have gone exploring the wilds on a lark. They are stranded and experience a day of terror. Lost and wandering, they find the remains of a menagerie of the Ancients and release two survivors (gibberlings). Then, a panther hunts the heroes and their leader is slain. It is only through the aid of an outcast wizard that they survive. Their youthful explorations lead them to discover a ruined building, but, to their lasting regret, they break the seal on the door and release a terrible blackness from beyond. Their friend, the outcast, holds back the dark until they can flee home through a makeshift gate. The episode ends with the rending of their slain friend Isa-sur's body, transforming him into one of the Charonath.

Act One begins four years later, when the heroes have attained 3rd level. It is their Graduation Day, and they are participating in their graduation ceremony. During the final lecture, the history of their noble race is recapped and their mission in life is made clear. Afterwards, the heroes step out onto the streets of their city and witness Charonti daily life. They compare notes about their future assignments and agree to gather again at the end of the day for one final party. For the remainder of the day the heroes are free to outfit themselves and explore their city and life, but their paths cross that of their nemesis, A'wa-qadek—an older student from the College of Invocation—and his fellow toughs. He has never liked them and decides this is his last chance to cause them some grief, so a prank turns nasty, causing some public disturbance. The town watch collects the brawlers and they face Charonti justice. They are assigned to work together until they can learn to get along. Their task is to accompany an innocuous mission. To their sur-

from
a cliff,
and left to
be rescued by the
other heroes. Finally, a
hero may be separated from
the other heroes and must be
found.

In the product **JAKANDOR: Island of War**, heroes may be part of a "clan tree," which allows a single player to play with and advance more than one character in a single campaign. This device could also be used in a Charonti campaign. Thus, a player may control several heroes in case one dies. While making all a player's heroes related to one another isn't necessary, as the family doesn't play the same role in Charonti culture that it does in Knorr society, all of a player's heroes could have some link to one another, such as is often the case with guilds.

Getting Started

This adventure is "generic" and can begin in any civil center of the DM's choice. No particular hero class or kits are required. This was designed to allow the DM to personalize the adventure to fit his campaign. The DM should feel free to modify this adventure in any way he sees fit: add more encounters, more nonplayer

prise, they find that one of the Charonath attached to the mission is the body of their old friend.

In Act Two, something goes wrong during their trip, and the teleportal malfunctions, depositing them in the wilds. Their exploration of the wilds reveals that they have returned to the locale of their ill-fated lark as apprentices. Things have changed. The land is dead, and the outcast inhabitants of this land face a desperate struggle for survival against a horde of gibberlings. Recently, some dark evil has invaded the land, too. The panther they slayed has returned and panics the gibberling horde, herding them and every creature in their path toward the dangers of the ruins! In the ruins lies the heroes' only chance of getting home: the dismantled pieces of the gate they used to flee before and perhaps a vital key to the Charonti past.

SETUP

Before the adventure begins, the players will need to create heroes using the rules provided in this product's *Players Handbook*. These characters should be of the same caste and should be given interesting backgrounds.

This adventure is presented in several parts to allow more variety. To begin, there is a section on the **Supporting Cast**, characters who make the story come to life. Next is a list of **Supplies** to help low-level heroes.

The adventure is presented in four parts. **Random Events** and **Wandering Creatures** present elements for the DM to use to make the exploration interesting. **Random Events** and **Wandering Creatures** may either be chosen randomly (roll 1d10) or the DM may choose. The DM may add or ignore **random events** and **wandering beasts** at their own pace or they may roll 1d4 each hour of game time (1 = event, 2 = beast, 3 or 4 = nothing).

Random events add mystery and color to an adventure. The DM should vary their description and play slightly each time one is encountered.

Wandering beasts are intended to add tension, but not to subtract from the story. The DM should use different tactics each time they are encountered. They will flee if they lose 50% of their hit points, capture a victim, or some other pre-set condition is met.

The main adventure is presented as **Story Events** and **Settings**. **Story Events** are designed to advance the story and occur in sequence, no matter where the heroes are. **Settings** present the challenges and obstacles of a specific location that may be explored and used again for future adventures. Mixing elements permits the DM to create a unique story to challenge and entertain his players.

Finally, all **Creature Statistics** are presented on a master list on page 31. Turn there for game statistics for any beasts encountered. Alter these to fit special notes.

SUPPORTING CAST

Isa-sur, (3rd-lvl artificer): AC 8; MV 12; hp 15; THACO 20; #AT 1; Dmg 1d4+1; AL NG; S 11, D 16, C 15, I 16, W 9, Ch 13. Spells: 2/1—1st: *magic missile*, *sleep*, 2nd: *ambulate object*.

Personality: Isa has a desire to experience adventure that often gets in the way of his common sense. (see Charonath stats for dead Isa.)

Skills: direction sense, jumping, spellcraft.

Tools: Weapons—blowgun (pepper), dagger, rod.

Ardu-talith, outcast wizard (5th-lvl Dilettante): AC 8; MV 12; hp 20, THACO 19; #AT 1; Dmg 1d6; SA spells; SD bracers +2;

AL NG; S 10, D 11, C 15, I 14, W 10, Ch 9.

Spells: 4/2/1—1st: *burning hands*, *chill touch*, *light*, *protect: evil*; 2nd: *blur*, *web*; 3rd: *slow*.

Personality: distracted, distrustful, dishonest.

Skills: fire-building, rope use, set snares (Dex -1)

A'wa-qadek (4th-lvl galvanist): AC 8; MV 12; hp 20; THACO 19; #AT 1; Dmg 1d6 staff; SA spells; SD ring +2; AL N; S 14, D 11, C 16, I 15, W 9, Ch 13.

Spells: 3/2—1st: *magic missile*, *shocking grasp*, *unseen servant*; 2nd: *flaming sphere*, *stinking cloud*.

Personality: Braggart, cruel, taunting, snob, boor.

Skills: appraising, ancient Charonti, spellcraft

Il'ian, Ihn's-daal, & Onna'ja (bullies) (3rd lvl): AC 8; MV 12; hp 9; THACO 20; #AT 1; Dmg 1d4; ML average (9); AL N; Average Abilities: S 12, D 15, C 11, I 13, W 8, Ch 10.

Spells: 2/1 **Mage**—1st: *color spray*, *phantasmal force*; 2nd: *blur*.

Priest—1st: *cure wounds*, *entangle*; 2nd: *dust devil*.

Thief—PP 45, OL 50, F/RT 25, MS 30, HS 15, CW 80.

Personality: Bullies, pranksters, liars, snide.

Skills: Weapons—dagger, club, whip, shortsword.

Eka-nefsur'gox, outcast leader (4th-lvl dilettante): AC 9; MV 12; hp 12; THACO 19; #AT 1; Dmg 1d4+1; ML average (9); AL NG; Abilities: S 8, D 15, C 13, I 15, W 13, Ch 9.

Spells: 3/2—1st: *enlarge*, *magic missile*, *shocking grasp*; 2nd: *Melf's acid arrow*, *shatter*.

Personality: Eka is wise and not only a leader, but a teacher and father to his people.

Skills: direction sense, jumping, spellcraft.

Tools: Weapons—dagger, sling, staff.

Ha'ilil-i'pil, outcast girl (3rd-lvl bandit): AC 8; MV 12; hp 12; THACO 19; #AT 1; Dmg 1d6; ML unsteady (7); AL N; Abilities: S 10, D 16, C 13, I 8, W 12, Ch 16.

Thief—PP 35, OL 20, F/RT 25, MS 30, HS 35, DN 15, CW 80.

Personality: Caring, cautious, suspicious, aggressive.

Skills: animal lore, direction sense, running, survival. Expert at ambushing and finding way in wilds (50%).

Tools: Weapons—club, dagger, short sword, sling.

Jalon Dred Nisor Kenn Han, Knorr Knorr (4th-lvl sentinel): AC 7; MV 15; hp 25 (9); THACO 17; #AT 1; Dmg 1d8; AL LN; S 15, D 13, C 15, I 9, W 14, Ch 9.

Personality: Lives by code. Fears magic. Postures, but cunning.

Skills: Skilled with dagger, hand axe, longsword, spear, blind-fighting, fire-building, hunting. Never surprised!

Guardian (5th-lvl fighter): AC 6; MV 9; hp 35; THACO 16; #AT 1; Dmg 2d4, AL LG; S 15, D 12, C 15, I 9, W 11, Ch 10.

Personality: Fierce devotion to Crown and defense.

Skills: endurance, local history, reading/writing.

Tools: Skilled with sword, club, dagger, spetum, shortbow.

SUPPLIES

Isa'sur the artificer brought a pack filled with supplies. He "borrowed" these items from his master's repair shop and many have flaws. Each time one of the items listed in *italics* is used, there is a 1-in-10 chance the item will either break or fail.

Many of the items listed have been created for this adventure to provide the DM with examples of the magical technology of the Charonti. Items listed with an asterisk (*) are detailed in this product's *Players Book: Equipment*.

Pack of Holding: functions like a small bag of holding.

Blankets: two warm, flaxen woven blankets.

Food: a small pouch attached to a larger water skin. Small pellets of journey loaf, when soaked in the skin in a quart of water, swell to biscuits in one hour. Journey loaf is equal to a half-day ration (20 pellets).

Mallet & chisel: the mallet is made of wood, the chisels are bronze and three of the four have hairline fractures.

Prybar: adds +2 to Strength check when opening item.

Shelter: This small leather packet expands to the size of a small tent, big enough for four people to sleep in.

Direction Sensor: this arrow pendant will spin and point in the direction of the nearest Charonti settlement.

Ring of displacement: creates a light distortion field that makes wearer appear 3' away from true location; bestows a bonus of 2 to AC and saving throws.

Hazardstone: senses evil and grows warmer as it approaches; within 100 yards it begins to cause heat damage (d2 at 50+ yds, d4 at 20+ yds, d6 at 20 yds or less).

Eternal flame:* Fire-starter magical item.

Levitating belt: can levitate 200 pounds 10' in the air.

Light spindle: when the user concentrates and makes a successful Int check, this item begins to spin and rises to hover in the air above the user. As it spins, it casts a light with a 60' radius. If the user is injured or becomes distracted, the stone falls to the ground inactive.

Magic rope: this rope cannot be cut, but it will break under a combined strength of 20 or 501+ pounds of weight. Its strands are sticky and reduce the chance of falling by +2 (+10%), but a climber who loses his footing can still smash into the wall or become tangled and hung upside down.

Potions: (taste varies; duration = 1d4 +4 turns)

Elixir of heroism: bestows 1 level and hit points from 1 Hit Die and improves AC by -1 for the duration of the potion to any class. Does not bestow additional spells (3 quaffs).

Elixir of strength: treat as a strength spell at 5th level.

Potion of extra-healing: heals d8+1 hp/quaff (3 quaffs).

Scroll 1: resist cold (priest).

Scroll 2: protection from evil, 10'R, slow (wizard).

Scroll 3: document (new illusion spell, see pg 91).

Skeletal chime: treat as a knock spell; use once an hour.

Spiderwalk boots: treat as spider climb spell, but cannot climb upside down; user will fall out of boots!

Wellskin:* magical refilling waterskin; 1 gallon/day.

PRELUDE: SORCERER APPRENTICES

This prelude is designed for low-level heroes. Here are many examples of how to create challenges with low levels of danger using threats, hazardous terrain, dilemmas, traps, and near misses.

Random Events

(1) **Bog Pit.** The ground appears solid, but it's really a thin layer of debris or dried crust hiding a deadly bog. Dead branches sticking up out of the muck or the lack of a trail across this space may alert the wary to danger. (**Quicksand:** Victims sink at a rate of 2' per round. A Str or Dex check, at half score, is needed to free victim. Submerged victim can hold breath for (Con x 1/6) rds, then loses 3 Con per round.)

(2) **Collapse.** The ground or a slope nearby collapses and the heroes must save vs. Petrify or tumble down a slope or be buried beneath debris if they fail to move out of danger swiftly (Dmg 1/turn).

(3) **Fungus.** There is a growth of odd fungus here (there is a 75% chance the fungus is edible and a 25% chance it is puffballs, the spores of which cause colorful hallucinations for 2d4 turns—save vs. Poison).

(4) **Sound.** A strange sound is heard that seems mysterious, worrisome, or dangerous (a scream, the sound of running, pounding, flapping, grinding of stone, bird songs, or music).

(5) **Water?** Is this pool of water drinkable or is it polluted and causes sickness, nausea, infection or some other effect?

(6) **Windstorm.** This is a windstorm that blows grit around. It may be a dust devil (a furious funnel of wind that sends things flying), a windstorm blowing a hail of debris (Dmg 1d4), or a zephyr wafting an odor their way (flowers, wind seed, tar, decay, smoke, or other).

Wandering Beasts (Number Appearing listed in parentheses)

(1) **Carriage crawler (1):** Ambushes prey from haven. Will attempt to eat fallen prey in quiet or will drag paralyzed victim into deep tunnel to leave in egg chamber with worms (AC 7, hp 8, THACO 20, Dmg 1 +paralysis for 1d6 turns). There may be another victim present in lair, and there may be a minor treasure or royal jelly (elixir of health).

(2) **Giant beetles (1):** Rhino or stag beetles are herbivorous and only threaten harm if molested or cornered, making mock charges.

(3) **Giant centipedes (3):** These beasts possess a poison that causes sleep or delirium exaggerating danger (2d4 rds).

(4) **Lizards (1):** Common or giant lizards bask in the sun camouflaged; they may try to steal food and are full of bluff and bluster.

(5) **Outcasts (1-4):** This encounter may just reveal signs of outcasts passing (a campfire, footprints) or carcasses. If living outcasts are met, they are suspicious but may offer to guide the heroes.

(6) **Undead Things (1-3):** These animated body parts may either hunt a solitary hero or startle someone with their bizarreness.

STORY

The Heroes' Tale: *Isa-sur said this would be fun, a lark for his fellow apprentices. But when the warm afterglow of stepping through one of the teleportal gates died, a nagging apprehension grew.*

The older Isa-sur convinced the heroes to try an adventure on their own, exploring a remote section of the ruins. He planned for everything, borrowing supplies from master Mira-toth, and even bringing along a small home gate made of two 6' spears and a crossbar of enchanted auri bones. The gate is at their backs when they arrive.

Isa-sur took precautions and brought a direction sensor that always points in the direction of their home, or so he thinks. It really points toward concentrations of strong magic and will point toward the Obelisk.

S1 Arrival: Their arrival is uneventful, but the heroes will feel conspiratorial, having snuck out of school for the day. Use the small map marked *Sorcerous Apprentices* for exploration; "X" marks the spot where they arrive.

The heroes may explore at their leisure. The important thing is that they discover some of these landmarks. Check for random events and wandering beasts periodically.

A. Badlands: This is a land of dried mud and striated stone, with the occasional greenery of scrub plants.

There are deep canyons and precarious cliffs. The cliffs are fragile and collapse easily causing a penalty of -2 (-10%) to climbing rolls. Beware flash floods. Ravens line the ridges.

B. The Cave: There is darkness between these rocks.

This cave may either be home to the outcast wizard, Ardu-talith, or to the marauding panther. There may be either bones and fur here or there may be a blanket, some salted meat and biscuits, plus a single scroll may be found. The scroll has a spell of *bind* and wizard lock.

C. The Fork: This statuary of the Ancients sports two crescents joined by a disk and is 30' tall.

A sense of unease fills those who approach this shape. There are Knorr bodies stretched on the stony base for the birds to pick clean. They will not re-animate.

D. The Gateway: This teleportal is framed by two bone spears and a bony crossbar.

Initially the gateway will be imbedded on the Hill where the heroes arrived. But, when they return to find it, it will be gone. Ardu dragged it to the court of the ruins.

E. The Hill: From here the land can be viewed.

This grassy knoll gives way to barren earth. A lone tree

offers shade. The major features visible from here are the Fork, the Spring and Stream, and the Menagerie

F. The Marsh: There is a scent of decay oozing from these stagnant, weed choked waters.

There are fish, lizards, toads, and a giant constrictor snake living within these sour waters. Clouds of bugs hover above the drowned grass, and there are two dugouts here.

G. The Menagerie: Here are cages of stone and rusted iron grates. Huddled masses litter the floors.

The cages contain the bones of the former occupants. Two cages are piled high with bones, some of which are gnawed. In each of these cages is a shabby humanoid, its fur falling out in patches, its frame withered. The creatures will whine to be set free. If the heroes free one, it will lick their hands and implore that its companion be freed. Once freed, they will limp off into the wilds. These creatures are gibberlings.

H. The Obelisk: Here is a spire of rock, carved with ancient glyphs and cartouches.

A read magic combined with read ancient Charonti will decipher the glyphs as written spells. Any spell listed here can be memorized if the wizard makes his or her Chance to Know roll. These are elder spells: *charm person*, *sleep*, *detect invisibility*, and *wizard lock*.

I. The Path: This flagstone path meanders through the canyons. It is cleaned as if cared for

J. The Pool: This pleasant pool is surrounded by a copse of trees. Water lilies adorn its glassy waters.

Common toads and two alligators (use giant lizard stats) live in these waters. There are trout and the water is drinkable.

K. The Ruins: A stony flagstone courtyard fronts this building buried beneath the rubble of its own upper floors. A dark passage leads to a great brass door

In the court stands the heroes' gateway. The brass door is sealed with a large silver medallion nearly a foot in diameter. The disk bears the image of a dark sun.

Beyond these doors lies the unnatural terror of the Dark Beast. Its form is an impenetrable darkness that oozes like a shadow. It creates an area of silence, 30' R.

L. The Spring: Crystal clear water bubbles up from these rocks and cascades down the stream.

This water is drinkable. The first time the heroes explore this site, Isa-sur will lose one of his items in the depths of the pool when he bends to drink. Isa-sur will be upset about its loss. The item is not retrievable. The water is cold.

M. The Stream: This stream flows down the center of a canyon, quickly becoming a muddy rill

The stones in the stream are slippery (Dex check). Occasionally, the stream widens and deepens and becomes a pool 20'-50' deep. There are trout and crayfish in these waters. The water is drinkable.

N. The Trees: These flowering thorny trees bear hard purple fruit. Bees buzz about the blossoms.

The heroes must make a Con check at +2; failure results in sneezing and watering eyes from allergies.

The plums are not ripe. Beneath these trees are several open, empty graves.

O. The Wall: Here towers a mighty wall nearly 50' tall, tapering to a razor sharp point.

The stones are loose and the wall is unscaleable. There is a -6 (-30%) penalty to climbing attempts. It is 30' wide.

S2 On the Prowl: The snarling shriek of a great cat splits the air and a flurry of birds takes wing!

Nearby, a panther has pounced on prey, a rabbit, and carries it to a rocky ledge in the heroes' path. Isa-sur will be nervous but will try to act calm. In a few minutes, the heroes should make Int checks, and the first one to succeed will sight the black cat eating. Isa-sur will freeze and will try to call a retreat. The cat will evade any attacks, snarl its displeasure and leave with its kill. Isa will swear the creature is unnatural, and that it is somehow hunting them.

This panther is an important part of the terror of this adventure, so don't let it be killed. From this point on use the panther to create unease for the players. The heroes might hear the cat's snarl, they might encounter the beast's kill, feel they are being watched, hear rustling in the brush, or catch a black flurry out of the corner of their eye.

S3 Unseen Dangers: This land is desolate and uninviting. It is difficult to imagine it was once a lush oasis, homeland of the ancient Charonti empire.

This event should follow the heroes' next creature encounter or when they reach the Menagerie. As they watch the progress of a creature they will be startled when suddenly the ground erupts and envelopes the creature. It is a trapper. The heroes may attempt to rescue outcasts or watch another creature be consumed. This should create some paranoia. If outcasts are rescued, the DM may use these as cannon fodder during future encounters, sparing the heroes, but showing them how dangerous the wilds can be.

S4 The Caged! During the heroes' exploration, their path should pass the Menagerie, or an outcast may lead them there. The heroes should be enticed to free the gibberlings.

S5 Deadly Encounter: This adventure has been interesting, but the ruins are no place to explore unprepared. It will be good to get safely home.

Finally, Isa-sur will have had enough and will encourage the heroes to head back to the gate. His apprehension has grown with the panther stalking them. After a debate, the heroes set off. The way is tiring, but eventually they come upon a melon patch with a wild pecarry (a dwarf pig) eating. The pig watches their approach placidly, then, suddenly startled, it flees. The melons are ripe. Isa-sur breaks one open and tries it. His spirits pick up. Give the heroes a chance to rest.

As the heroes leave, without a sound the panther pounces from hiding on Isa-sur, killing him instantly. It tries to drag Isa's body off. Any damage the party in-

flicts on the panther will scar one eye. Then the panther should escape, leaving its kill. The heroes should feel an obligation to take Isa's body back with them. It is this corpse which will also keep the panther tracking them till the adventure's end.

S6 Lost Our Way! If the heroes return to the point of their arrival, they will discover that their gateway is missing! Careful searching will uncover moccasin footprints, unlike their sandal prints. Someone was here and left to the east.

S7 Outcast: Even if the heroes don't return to their point of arrival, the story can proceed with this event. They find something on their path: a moccasin footprint in the mud, a brightly colored swatch of cloth caught on a branch, a cold campfire, and so on. Shortly thereafter there is the sound of footsteps, coughing, whistling, or the crackle of a fire. This will lead to Ardu-talith, the outcast dilettante wizard.

Ardu will be suspicious of strangers, especially since he stole their gateway. He was once a promising wizard, but one of his researches went awry, killing his fellow mages and blinding him in one eye. That eye is scarred and glassy gray. He will prove distrustful, distracted, and dishonest. And while he is not a coward, he would prefer to create a delaying tactic and escape when he can, so he can return when his magic is ready. Ardu is not the panther, but the heroes may think otherwise. Build tension, but don't let them slay him. As he would be quick to point out, he's their only chance, since he has more powerful magic!

Ardu seeks to uncover a great find of magic and use it to convince the Crown to grant him a pardon and citizenship. He believes the ruins to the northeast hold such a treasure, but he also fears that there may be grave danger and seeks allies. He will bargain with the heroes that he will take them to their gateway if they agree to help him explore a bit of ruin. One way or another, their path should lead to the ruins.

Ardu knows of the land and of the great panther that prowls it. He will suggest that there is something unnatural about it. He also knows the legend of a great people who lived here during what was said to be an age of dreams, creators of great dream magic. It is their stronghold he seeks.

S8 To the Ruins: The trip to the ruins should be round about to lead the heroes past some of the sites they have not encountered yet. The DM may want to play up the suspense and intrigue regarding the panther, separating Ardu from the party for a short time and having the panther leap across the heroes' path. Ardu then returns from the opposite direction.

S9 Opening the Gate: At the ruins, Ardu is lost in wonder, distracted with anticipation of finally opening the door to the ruins. The controversy regarding Ardu and the panther should be reaching a dramatic point. He will not be paying attention when the panther suddenly leaps down from atop a ruined wall and corners

Ardu. The panther attacks until slain. If it injures Ardu, it will not slay the mage, just put him on the brink of death. The panther's body should fall near Ardu.

When the beast is dispatched, Ardu will insist the seal be freed and the door opened, even if it's his dying wish. The seal must be broken, melted or removed. When the seal is removed, it takes a combined Strength of 25 to pry the door open. Within is nothing but darkness!

Beyond the door is a veil of darkness, no shapes distinguishable in its folds. The silence from the tomb seems to invade the wilds, and that advancing awesome stillness causes all to step back.

Then the Dark starts to advance. It is an opaque, impenetrable shadow. Those touched by it feel a cold chill and 1 point of Strength is drained. The cries of the heroes echo hollow and all must make a Charisma check or be filled with fear (-1 to all actions). When the Dark touches Ardu he screams to the heroes to "get back, get away through the gate while you still can!" He will use one last spell to seal the gate. He will cast a web spell over the hall.

Bright light will drive the Dark back, but it will take the bodies of Ardu and the panther with it. If the heroes drive the beast back they can flee home. The gateway will not work should they try to return here again to the ruins.

S10 The Rending: The heroes stand in mute witness as the priest intones the ancient words and the body of their former comrade twitches ... and then rises.

This prelude concludes with the heroes witnessing the body of their fallen friend, Isa-sur, reanimated and made one of the Crown's Charonath. They are lectured by their mentors and will not soon forget this adventure!

ACT ONE: GRADUATION DAY

Random Events

(1) **Accident.** An accident (run-away vehicle/beast, falling item, falling victim, et al.) is set in motion for the heroes to prevent or to help any victims afterwards. Here is a chance to witness surgeons at work.

(2) **Funeral/Rending.** The heroes' path crosses a funeral procession to a necromancer's home or the rending of a newly deceased Charonti. The participants are not grim, but filled with interest and anticipation.

(3) **Magestorm.** The weather takes a surprising, uncommon turn influenced by magic. (An electrical storm could rage, or the city could be calm, but all about is a torrential downpour or high winds, or borealis may dance down the street.)

(4) **Misfire or Miss Pyre.** Some spell seems to have gone out of control and is causing trouble. The resulting

chaos may be illusory or real, or not the effect of a spell, but rather an actual danger, such as a fire. (Dmg 1/rd)

(5) **Petty Crime.** Some crime is committed near the heroes (pickpocket, tagger, vandals, theft, mugging, or practical joke). They may get drawn into the event to help prevent it, apprehend the culprits, be accused of the crime, or interviewed as witnesses.

(6) **Storyteller.** Someone is encountered who shares a tale, if properly motivated (professional storyteller, old person, gossip, or shop owner). Here's a chance to retell some Charonti history, a tale of a recent encounter with the barbaric Knorr, or a tale to set up an adventure.

Wandering Creatures (Number Appearing listed in parentheses)

(1) **Bullies (PCs +1):** These guys will taunt the heroes or play pranks to annoy them, claiming credit for the heroes' deeds and blaming them for the bullies' misdeeds

(2) **Familiar pest (1):** This familiar (raven, toad, quasit, or homunculus) will annoy heroes, repeating what they say, begging for a handout, or harassing heroes to leave.

(3) **Justice (3):** These jurists will be encountered meting out justice, debating the law, or judging a dispute.

(4) **Opposing Caste (1-4):** Here is a chance to interact with another caste. Guildsmen will debate about the value of money; scholars will support philosophy.

(5) **Opposing School (2-3):** Wizards from a school in opposition to one of the heroes will taunt the hero.

(6) **Public Works (12 +1):** This skeleton crew is engaged in some public project (repairing roads, painting, cleaning, et al) and will ignore people, though their guardian will not.

STORY

The main adventure begins four years after the Prelude. The heroes will have advanced to 3rd level. Adjust their hit points and spell lists to match their higher level before proceeding with the adventure.

S11 Graduation Ceremony: Four years have passed since that ill-fated adventure. Isa-sur's humor and cunning will be missed, but life goes on. After seven long years as apprentices, it is Graduation Day!

Scholar caste heroes have completed their studies at the Addkainen and are ready to enter service with their chosen College. Guild caste heroes have completed their time as guild apprentices and are ready to become full-fledged journeymen. The ceremony is filled with pomp and serious lectures. The DM should use this as an opportunity to share the most recent history with the players. Concentrate on the horrors of the plague and the ascension of the current Queen Nefti, and skimp on the other details. This gives them something further to discover during the campaign. The culmination of the ceremony is the pledging of loyalty to Crown and Guild or College. Make it a mystical moment for the players, complete with a magical effect to witness.

After the ceremony, as the heroes leave, they should run into A'wa-qadek and his three bullies. They make disparaging remarks regarding the boring but safe lives the heroes can look forward to, and how he and his friends will show them what bravery is. They will be exploring the ruins and returning the old magic to the land.

The heroes are then on their own to wander the city, until the party that night at the public dining hall. Use the map of the city chosen and the Random Events and Wandering Creatures to determine what they encounter.

S12 Bullies: If the heroes don't encounter the bullies and get into a fight with them during their wanderings, then just as they approach the dining hall, A'wa and his boys will play a prank on them. A game of float skin (a game of "keep-away" using a filled wineskin with a levitate spell cast on it) seems to get out of hand as a small levitating barge loaded with garbage crosses in front of the heroes. The bullies run in front of the barge to retrieve the skin and the barge swerves, dumping garbage onto the heroes. This should result in a conflict, which won't stop until the Watch intervenes.

S13 Justice! The jurists do not look happy, though maybe it's the smell of rotting garbage that causes them to wrinkle their noses. A'wa and his boys are acting contrite, the jerks! But the hardest part is the look of disappointment on your mentors' faces.

The jurists will give both parties a chance to explain what happened. A'wa and his boys will paint a picture of jealousy, erupting into a petty fight. If the heroes can make A'wa or the boys act cocky or lose their cool, things will favor the heroes. But if the heroes lose their temper, they will suffer.

After deliberation, the jurists declare:

"Life is not always fair, nor does one side always win. For our society to continue to do honor to our past and survive the ravages of the beasts, we must learn to work together. You must learn to cooperate. Your penance shall be to work together in the service of the merchant Ban'armen-khan. It was his business you disrupted today, and he you shall repay. If, in our judgement, after one month you have not learned to co-exist, this court will bring its full power to bear to resolve this."

The heroes are remanded into the custody of Ban. He will declare that their first task will be to journey with him to the pits and help bury their mess. If the bullies lost their temper, they will have to report to the leader of the heroes; if the heroes lost their temper, they will be made subservient to A'wa and his boys.

S14 Departure: The morning dawns with a boom; a thunderstorm rages. The galvanists would call it a great day! The rain that follows is a blessing.

The heroes are greeted by their new master with A'wa and bully boys in tow. If one of the heroes is a guardian he is given command shards and is assigned command of three Charonath. If not, a supporting cast member who is a 3rd level guardian commands

three Charonath for Merchant Ban. To their surprise, one of the Charonath is revealed to be the body of their old friend, Isa-sur, who died on that ill-fated trip.

The trip to the Gateway Plaza is uneventful as they pass laden sedans, soaked, but waxed serathi, and levitating barges. Ban and his barge go through first. Then, after a delay, the party steps forward through the gate, arms linked with each other and the Charonath.

Just as the heroes enter the gate, a crack of thunder explodes and a bolt of lightning sizzles down. The heroes are blinded and the disorientation that follows is gut wrenching. Each player must make a Con check. Failure results in being stunned for 4 rounds; success results in dizziness and a headache. Sight will return slowly over the next hour. Ban and barge are not to be found. The heroes are on their own.

ACT TWO: GRADUATION EXERCISE

Scene One: History is a Great Circle

S21 Arrival: All is darkness and moaning, even some retching. What has happened?

The heroes arrive at the spot marked "X" on the Graduation Exercise map. Before long they should suspect that lightning struck the gate and they were teleported to an unknown site. It could have been worse; they might not have survived!

When the heroes arrive there is bound to be disorientation and bickering with A'wa and friends as they try to sort out who is in charge. These bullies exist to cause conflict during the story, though not outright combat. When dangers threaten, let one of the bullies or one of the people they meet in their travels die first. Save A'wa till the end!

A'wa will swagger and boast at the start, as will his friends, but as the adventure progresses he will become more fearful, easily panicked, and quick to blame the heroes and bemoan his fate. He says, "If only I had been prepared, then I would show you what a real hero is!"

The heroes do not know where they are and must explore. The important thing is for them to rediscover several of the altered landmarks from the Prelude. Check for random events and wandering beasts periodically.

Random Events

These events are variations on those from the Prelude.

(1) **Black tar.** The water here has turned black and the ground about has turned to tar (treat as quicksand Bog Pit, pg 19). The water is toxic (save vs. Poison, Dmg 5).

(2) **Dark mist:** This mist gathers in the low ground and will follow the heroes, loitering around death or magic. Mist obscures dangers.

(3) **Dark ravens (7):** A court of ravens gathers around

carrion, but these are *unnaturals* and attack intruders.

(4) **Electric storm:** Arcane bolts of energy light the overcast sky or form into ball lightning to ricochet about (dmg 1d8) or creep like *faerie fire* about the land.

(5) **Fungus:** The fungi in this dark, moist crevice are huge, and some (75%) are edible. But there is a chance (25%) that there is a creature present: (50%) a shrieker that sounds an alarm drawing a wandering monster or (50%) there is a *deadly fungus* gardener.

(6) **Pitfalls:** Dried crusts and debris disguise 10'-deep pits with mud (victim becomes stuck, Str 25 to free) or stakes (Dmg 1d6) at their base. There is 25% chance that there will be drinkable water.

Wandering Creatures (Number Appearing listed in parentheses)

(1) **Gibberlings (8):** These creatures are panicked and will attack anything in their path, or they are scouts for the horde and if any escape, they will bring the horde in 3 turns.

(2) **Knorr victims (1-3):** Here are the bodies of Knorr slain either by outcasts or animals. They cannot be raised using *rending*.

(3) **Megalo-centipede (1):** This gargantuan creature blocks the way, and the heroes must turn away or fight it.

(4) **Outcasts (1-3):** These frightened people are fleeing the gibberling horde and have tales of the *unnaturals* stalking the land. They will die in later battles.

(5) **Undead, ghouls (2):** These ambushers prefer to steal carrion (the *Charonath*) but will settle for fresh meat.

(6) **Unnatural (1):** These creatures have been converted by the Dark into unnatural creatures with black pits for eyes and the special powers of an unnatural beast. Any creature may be converted, and it may first be encountered as a drained husk and later reanimated. Use the original creature's stats modified by the unnatural stats.

Exploration (original terrain is listed in parentheses)

A. Badlands: Like so much of the isle of Jakandor, the hills are barren and baked, the vegetation dead. Erosion cuts deep gullies and canyons in the land.

The earthen cliffs are fragile and crumble; climbers face a penalty of -2 (-10%). Beware flash floods from sudden rain. The land is deathly still.

B. The Brambles (trees): Here is a forest of thorns, briars, and brambles. A grim sight.

A flock of ravens make these woods their home; their cawing makes a deafening cacophony. Moving through these briars requires periodic Dex checks or suffer 1 point of damage. Within the shadows of the brambles grow many of the herbs so important to surgeons. There are also three *crawling undead* things hiding in the tangle. They will claw, trip, and kill trespassers.

C. The Canyons (streambed): The base of this canyon is filled with dust and baked mud, the cliff walls white with lime. The heat is sweltering.

These canyon walls are difficult to climb and there is

nowhere to hide from encounters. An event or encounter will occur shortly past every junction.

D. The Cave: The darkness beneath the canted rocks offers safety and some shelter from the elements.

The cave smells like death. Animals won't come near.

E. The Courtyard (pool): This was once a mighty courtyard, but now it is caked with a layer of silt and moss. The stones are slippery.

This site was an ornamental pool. Now the water is only puddles in low places, watering holes for the local animals. Four Knorr hide by the trees on the far side of the courtyard. Here's a good spot to kill some wizards who probably created the terror that haunts this land.

There are three special common toads here. They exude a contact toxin that requires a save or the victim suffers a delirium that he is invincible. Licking this toxic sweat doubles the effect of the next two spells cast. The heroes will stumble upon one of these toads.

F. The Field (marsh): The grasses grow pale green and taller than a man in this fertile field.

This dried field is home to dozens of giant rats and a giant poisonous constrictor snake that hunts them. Paths are beaten through the grass as if something heavy was dragged along. Any fire spells cast here may cause a wildfire, which will surround the heroes. They suffer 1 point of damage per round they are trapped. The snake and rats will hide in their burrows till the fire dies out.

G. The Hillocks (menagerie): This area is barren, save for a dozen small hillocks of rubble.

Investigation will find bones buried in the earth. Metal grates lie smashed and rusting on the ground. Two sandlings make their lair in these wastes. There is a bronze shod quarterstaff and a long sword here.

H. The Knoll (hill): This hill has been severely eroded. A dead tree leans wearily against the crest.

From here much of the land can be seen, including the Moon, Canyon, Pit, and Hillocks. The edges of this escarpment are brittle (save vs. Petrify or fall 30', Dmg 1d6).

I. The Moon (fork): This appears to be a tumbled structure of the Ancients. Only a stony crescent stands, leaning precariously on a rocky dais.

There has been a battle here. There are a dozen outcast bodies. Their heads have been taken and they cannot be reanimated. It looks like the work of Knorr.

J. The Pillar (obelisk): This is a shattered monument of the Ancients, the pillar broken in half and buried in the undergrowth. Strange sigils are scribed on it.

A read magic combined with a read ancient Charonti will decipher these glyphs to be spells. But, due to the damage there is only a 25% chance that a spell will be decipherable and then it will likely be misinterpreted so that when it is cast it will actually cast as a spell 1d4 places above or below the spell on the Master Spell list.

K. The Pit (spring): By a rocky outcropping, the earth suddenly falls away into a barren sinkhole.

This was once a spring. When a hero approaches, the ground will collapse beneath his feet, sliding him into a 20'-deep hole (Dmg 2). There are two giant cen-

tapedes here. The hero may find the item dropped in the spring during the Prelude.

L. The Rampart (wall): A towering rampart of earth and stone forms a barrier to the north.

Once a mighty wall, time has worn it down and vines have overgrown it. It is dangerous to climb (-4/-20%). Common lizards dart through the vines. Two giant lizards bask on the broken ridge or hunt their smaller brethren.

M. The Ruin: Vines and undergrowth drape the Ancient ruins and carpet the tumbled courtyard.

Despite the ravages of time, the heroes will recognize this as the site of their nightmare adventure. Their refuge, the gateway, is gone and the tall brass door is no longer sealed! The broken seal lies beside the door.

N. The Trail (path): A narrow trail winds through the valley, buried by years of flooding.

STORY

S22 Wandering lost: Though the heroes don't know it, this is the site of their ill-fated adventure. Much has changed since that visit. The land is dying, except for the black vines around the ruins. The landmarks have undergone a dramatic change due to the release of the Dark, and the two freed gibberlings are well on their way to creating a mini-horde. Also, the Knorr have reached this area. It is intended that the heroes have a chance to interact with Knorr and discover their honor and nobility. Heroes also should interact with Isa, the Charonath. Though he is a zombie and without thoughts, his actions are likely to appear to show intelligence and caring to the heroes. They should not want to lose him again, especially not to the unnatural panther.

The DM must decide how to pace these story events so that they occur long before the heroes reach the ruin.

S23 Revelations! At some point it should become clear to the heroes just where they are, and they may remember that they left their gateway behind. A'wa will want to stay as far from the Ruin as possible once the tale of the heroes' adventure is told. If they fail to make this deduction the next event will help.

S24 Outcasts: There is the sound of two voices ahead, one an old man, the other a child's.

During their explorations the heroes will meet the old outcast leader, Eka-nfsur'gox, and his granddaughter, Ha'lil-i'pil. Eka is wizened, but still very sharp; Ha'lil is 15 but beautiful beneath the grime. Eka can tell the heroes what has been happening over the last years, and the DM may use Eka to feed the heroes ideas or information to help move the story in the right direction. A'wa tries to impress Ha'lil, though she obviously is more taken by one of the heroes. She can be put at danger to motivate the heroes, or help them if needed.

Eka knows of an old gate. It was rumored to stand in the ruins of Dreams. The Dark claimed it, no doubt.

History: Moons ago they came, the feasters, both the living and the dead. Where they came from, none

can say. At first there were only a few, but then more and more appeared. And the more they ate, the more they became. Then the great wizard, Hrahm-ban'ian, sought the help of the old ones, and went to seek out their tomb, deep in these once bountiful, now barren lands. He did not return, but the darkness did, and with it came the eaters of the dead, the unnatural! With the arrival of the unnatural, the living feasters have grown more frantic, as if driven like cattle to scour the land.

S25 Death Feasters: Death is all around, there are bodies not rended and serving the Crown.

The heroes should encounter partial bodies as they explore. The bodies can not be animated. The second time, they will find two humanoids crouched over the bodies in the shade of a boulder—two ghouls feasting on the newly dead.

S26 Neither One Knorr Another: The sounds of wild cries, shrieks, and growls are carried on the wind.

Three Knorr are battling nearly a dozen gibberlings, though twice that number lie dead at their feet. If the heroes do not help, partway through the battle, the gibberlings will see the heroes and turn to attack them. When the battle is done, only one Knorr will remain, seriously wounded and weaponless.

This is Jalon, a young man with an inquisitive mind. A'wa will want to slay the beast man at once, which should encourage the heroes to give Jalon a chance. Though Jalon will posture, telling of how he and his brethren have slain so many, and how his friends will be back with help soon, he will pass out from loss of blood. If the heroes do not help, Eka will bind Jalon's wounds and tell them they can use all the help they can get. Jalon does not know what it is he fights, but he does know of a great black cat with one eye who hunts these lands and is said to be unkillable. If Jalon is helped, he will bless his friends' bodies (so they may not be raised) and will agree to help, if only to participate in one last battle that his people will sing of for ages to come.

S27 Creature of Darkness: The day is still; even the distant murmur that plagues this land has ceased. And then there sounds a yowl from the past!

Their nemesis from the past has returned, but it is not interested in them. Its purpose is to herd the gibberlings so that their horde will flee right into the jaws of the Dark. The DM may let the panther be seen, long enough for the heroes to discover it is the same beast, but there is blackness where its one good eye was. Isa may be put at risk defending them.

S28 Gibberlings: At first it is a murmur, then a drone, but with each heartbeat the noise is louder and the earth shudders at its approach.

Creatures of the wild flee from the approaching gibberling horde, more fearful of these killers than of the uncertainty of the Dark. If the heroes don't move away from the creatures, first they will encounter one for every person in their party, then two, then three, until

they get the message that standing and fighting is not the answer. Eka will say the only hope lies in the tomb of the dreamers. The Dark must be driven back!

S29 Nowhere to Run! The gibberlings herd the heroes to the Ruin. There, they will find the only way to survive the horde is to enter the ruin itself. If the players don't agree, shadowy tendrils of living black tar will grow up through the court flagging and try to drag the heroes into the jungle. Either Jalon or an outcast rogue in hiding will rush to their rescue. He witnessed the undead carry the bone gate into the ruins.

Scene Two: The Abiding Dark (Into the Ruins)

S31 Sanctuary: If the heroes are slow to realize that the Ruins offer hope, the DM may use the panther, ghouls, or gibberlings to encourage them to enter the Ruins. Once the heroes have decided their only recourse is to hide in the Ruins, turn to that section. The following story events should be interwoven with the heroes' exploration of the Ruins.

S32 Scavenger Hunt: The purpose of this exploration is to find the three parts of the gateway and get out, but to do that, the heroes will have to confront the Dark. Never fear, a weapon has been left to fight the Dark.

S33 Knorr Dies: The DM should make a point of creating an heroic death for Jalon, something that will display the barbarian's nobility and makes the heroes think.

To defeat the Dark, the heroes must discover the story of the lamp of enlightenment and then find its three pieces and put them together before the Dark drags them all down into its foul hole! Can the heroes fly?

S34 Contracting the Plague? One side adventure the DM may want to promote is an echo of the Plague. Since the Plague is difficult to play, this adventure uses a cursed item from room #4. A'wa will claim the ivory baton, so that he becomes the first victim of its drain and in fact becomes one of the *unnatural* in the course of the story. It is a fitting fate.

S35 Bully Gets His: If A'wa does not claim the cursed baton, let his posturing and fear lead him to a confrontation with the undead, who pull him screaming down into their lair. Then the heroes will have to deal with A'wa as undead.

S36 Epilogue: Return home: When at last the adventure is finished, the heroes will find that any surviving outcasts are grateful and will help reassemble the gate and promise to guard it.

When the heroes return home (after they are presumed dead) with their finds, they will be praised and receive rewards commensurate with their caste, perhaps even an honorific from the queen's viceroy.

THE RUINS

Random Events

(1) **Black blossoms:** These flowers bloom in nooks and crannies. Their crushed petals mixed with water form the black liqueur that brings stupor and dreams. Chewing the petals requires a save vs. Poison -2 or the victim falls asleep for 1d4 hours. These blooms wither in sunlight.

(2) **Dark mist:** The dark mist seems to follow the heroes for a time. It is driven back by light or will stay behind around new death.

(3) **Dreamers:** A dreamer is wandering and will ignore the heroes, treating them as part of his waking dream.

(4) **Fading light:** The power of the Dark is strong and lights dim and take on a disturbing sanguine hue.

(5) **Giant rats:** These rats are cowardly and will only attack lone or injured creatures. Otherwise they just study prey unless chased away.

(6) **Remains:** Here is the body of a creature. It has been drained and has no eyes. If not healed or dragged into the sun, the creature will rise when the heroes next pass and will possess the powers of an *unnatural*.

KEY TO THE RUINS

General Notes: The front half of this once-great building is buried in the rubble of its collapsed upper stories. While the 45' high roof may be climbed upon, a Dex check is required every turn to avoid falling off or being caught beneath some shifting rubble (Dmg 1d8).

All of the chambers have a ceiling height of 20'. The architecture is stately, stucco on stone, and highly decorated with colorful paintings.

There are several groups of inhabitants besides the Dark, which oozed up through a chasm opened in the floor of the throne room by an earthquake. There are the dreamers, descendants of the original inhabitants who are addicted to the black liqueur. It is a poison of the Dark that casts the dreamers into fantasies of the mind. They are so addicted that other than repairing their bodies and eating periodically, they prefer to return to their dreams as quickly as possible. Then there is Ardu, once a sorcerer, now a ghost, lord of a warren of ghouls. Though not converted by the Dark, Ardu has learned to co-exist, for the Dark can not consume the undead. Finally, there are the *unnatural*, those creatures that have been slain by the Dark or its minions and then resurrected, filled with the negative energy of the Dark.

1. Front Door: This great bronze door is slightly ajar; the great seal has been shattered. A feeling of dread emanates from the darkness beyond the door.

The door won't open further, for the hinges are broken. The heroes will have to squeeze in. The doors may be dragged shut and barred.

2. Entry Hall: This chamber is cold and earthy, with a hint of the sweet odor of death. Debris and dusty cobwebs are

gathered in the corners.

There is a flight of stone steps going up and a pit filled with rubble and surrounded by a rail that is a spiral staircase going down. The double doors are both ajar, but the single door across the hall is closed (it is locked and barred from the other side). There are three gibberling corpses in this room. Their bodies show no wounds. This room hosts a flight of 30 bats and a cloak of 4 shadows. At the first distraction or separation of heroes, the shadows will move to divide and attack. The bats will cause a distraction to hinder the heroes' attempts to survive. There is no treasure here.

When the heroes return to this room the gibberlings will rise from the floor to attack as *unnaturals* converted by the powers of the Dark Beast.

A. Attic Stairs: These stone stairs climb 20' to end in a balcony. At the back of the balcony is a concealed door that is opened by pressing and releasing the wall.

B. Basement Stairs: The rubble may be cleared in 3 turns, but after one turn it becomes clear the stench of death comes from below. The cellar is the heart of a ghoulish warren lead by the missing outcast mage Ardu, now a ghaist. A network of passages has been dug out of the walls, lacing the ruin with tunnels to many of the rooms. There are over a dozen ghouls that dwell here.

If the cellar is entered from above, the ghouls will have buried four in the earth to surprise and delay the heroes. If the cellar is entered through one of the tunnels, Ardu and six ghouls will be here feasting on a gibberling. Ardu carries one of the 6' bone lances from the missing gate as a weapon (Dmg d8+3). Half of the ghouls will attack Charonath first. If the battle goes against them, Ardu will flee with the lance.

Ardu has these treasures: an alarmstone, a lightstone, a writing tablet and 134 gp, 27 platinum and a ruby pendant worth 150 gp. A spellbook is hidden in the nest. It contains: armor, cantrip, summon swarm, and monster summoning I.

3. Chains that Bind: This room is filled with chains, shackles, and pillories. There are scourges, tongs, and tools of punishment on the walls.

If the three locks on the door to room 4 are tampered with, the items in this room will animate and attempt to bind two victims till the Dark collects them. Chains and manacles may be smashed (AC 0, hp 12, THACO 13, Dmg 1d4) and whips and scourges cut (AC 7, hp 7, THACO 17, Dmg 1).

4. Treasure Chamber? The door to this room is barred and locked with three separate locks.

The door is reinforced. The locks are difficult (-10%). In this chamber are two ironbound chests, 3 coffers, a polished ebony box, several rotted bags spilling silver coins and treasure onto the floor, and a stone pedestal on which a helm, a pendant, and a goblet are laid. There are 1,500 silver coins here and another 500 gp value in loose treasure.

The first chest is protected by a good lock (-15%), a poison needle (save vs. Poison or nausea—the poison has long since dried out), and a ward that will cast a si-

lence 15'R at 20th level. The second chest is protected by a double lock (-5% each try), a *shocking grasp* spell (Dmg d8+6), and when the lid is raised, a *reverse gravity* catapults the opener to the ceiling for 1 turn (Dmg 1d6). The rest are not trapped.

The first chest holds 4,000 silver, jewelry worth 250 gp, and a ring of protection +3. The second chest contains silver tableware for thirty worth 3,500 silver plus a silver and gold key the length of a hand (35 gp). Within the coffers are a white jade statue of an unknown creature (an elephant, 120 gp), a set of 12 inlaid bracelets (200 gp), and a finely carved wooden box that plays music (300 gp). The helm and goblet are what they seem (45 and 15 gp value), but the pendant is a hemispherical clear crystal gem. It is half of the gem for the *lamp of enlightenment*.

The ebony box holds an ivory baton that adds +1 to range, area of effect, and per die of effect for any spells cast using it as a focus. However, this item is cursed, and it drains 1 point of Strength and Constitution each time it is used till it kills the user. Spells cast by others within 5' of the item have a 25% chance of miscasting (roll 1d4 and a spell either above or below the one desired on the Spell Master list is cast). The heroes may believe they have caught the plague.

5. Hall of Dreams: This corridor is filled with murmuring and flickering shadows. There is the feeling of being watched wherever one goes.

The murmuring comes from gibberlings throughout this side of the building. This hall is painted with illusions and characters will think they catch sight of a phantom out of the corner of their eye, but when they turn there is nothing there. The shadows are thick, like drapes.

A. Converted Gibberling: By this rubble a lone gibberling cowers, mewling to itself. This creature has actually been transformed by the Dark into an *unnatural*. When least expected, it will leap onto a target and embrace him, biting at head and shoulders (Dmg 1) while draining Strength points and trying to convert its prey. Bright light will make it cower.

B. The Well: This basin is filled with dark water. The water is contaminated with black liqueur, the elixir that creates addicting fantasies for the dreamers. Those drinking from the water must save vs. Poison at -2 or within 1 turn succumb to a dream of adventure shared by the other victims. The DM should create a fanciful tale. They will fall unconscious in 2 turns for 1d6 days unless the poison is neutralized or they are cured for 4 hit points. Those who make their save will suffer a dream within 1 turn and then will be sick for 1 turn afterwards and unable to act. A cure spell or elixir of health will awaken those who succumb.

C. Nightmare Forest: The walls of this hall are adorned with vivid paintings of a lush forest. If the heroes drank from the well, they will be taken with how real the forest looks. They can hear animal calls, and they can see birds and forest creatures flitting about. Then shadow falls over the woods, and the small creatures

scamper away at the approach of a larger animal (a bear, stag, great cat, bull, etc.). But the creature's eyes are black pits, and it attacks. Damage suffered from this battle is imaginary and goes away when the hallucination ends

6. Hall of the Dead: *Half of this pillared hall is filled with debris and shifting rock. Beneath some of the wreckage can be seen bones and bits of armor.*

The bones have been gnawed on. The armor and bits of bronze jewelry (worth 5–10 gp each) are a lure left by the ghouls to distract explorers. If the heroes take the bait, two ghouls will crawl out of their warren and block the exit. The ghouls beneath the debris will reach up and grab hold of the searchers. There will be one ghoul for each hero, plus 1 chance in 6 that Ardu is present.

7. Gibberling Refuge: *This banquet hall is a mess—tables, chairs, and sideboards overturned, drapes hung haphazardly. There is a sweet odor in the air*

Eight gibberlings have sought refuge in this room and have built a den beneath some tables and drapes. Three are slow, for they ate a dreamer and the black liqueur in their blood has doped them. The sickly sweet odor is a ghoul that they slew and tossed in a corner. They are tired of the dark and will be drawn to lights.

8. Dancing Walls: *This room is painted with a slurry of colors. Crystal chandeliers hang overhead.*

As the heroes step into the room, they can start to discern shapes in the color. When light is brought to the center of the room, the art comes into focus beneath the dancing reflection of the chandeliers. In fact, the images seem to animate and surround the viewer with an unfolding animated history. The story told is of a great people who excelled in magic. Then the darkness came and a battle for the light. A lamp, the lamp of enlightenment, was crafted just so, a silver lamp with a gem—half amber, half diamond—in its heart. The dark was driven back. Then black blossoms bloomed, a reward from the gods. The people learned to distill the black liqueur and learned to embrace the dream world. But the dark returned and the lamp was hung in a throne room to hold back the darkness. The illusion fades if the light is extinguished.

9. Sleepers Feast: *This gaily-painted room is filled with couches on which recline the still figures of people. Drapes divide the room into alcoves*

There are two dozen dreamers in this room, most deep in sleep under the influence of the black liqueur. On side tables there are bowls of black blossom petals, sachets, baskets of a blue fungus (food) and stoppered wine carafes. The food and wine sustain the dreamers while they sleep. There are two crystal flasks hidden in wall alcoves containing transparent oil, a dram of which will heal small wounds and revive wasted muscles. Should a dreamer awake, he will eat, use a garderobe, and then go to the well and fill a small silver goblet with the black liqueur. Then he will return to dream.

There is a hole to the ghoul warrens beneath a table. The ghouls sometimes carry off a dreamer to eat.

10. Hall of Darkness: *This hall's floor tiles are cracked. Ebony webs festoon the corners and ceiling, and shadows flicker in the light*

There may be sounds of scrabbling or squeaking (rats) or dragged feet (ghouls). Blood and soot stain the floor.

A. Vermin: There are two types of vermin to meet here. Sometimes it's only packs of giant rats that will snarl defiantly, attack injured heroes, or overrun, bite, and move on. Other times it will be ghouls who have crawled out of their warrens and spring from ambush from the webs or their holes. Match the number to the number of heroes.

B. Well: *This basin is filled with dark water.*

Beneath the water is animated black tar. It will seize those who drink from it and drag them into the 8' well. Treat as Bog Pit (pg 19), but actions suffer a penalty of –2. There is a hole to the ghoul warrens behind the well.

C. Aftermath of Battle: *The hallway is charred and there is a partial body imbedded in one wall*

The door seems at the center of the blast. On the corpse is a pair of blackened leather bracers AC6. On the floor in one corner is a splintered wand of fire with 3 charges remaining.

11. Dusty Corridor: *This corridor is dusty and empty.*

12. Dissection: *This room has rusting iron tools hanging on pegs on the wall, a shelf of glassware, and a large stained stone table in the center of the room.*

This room was used for dissection. The table is stained with blood and chemicals. There is nothing of value.

13. Whirligig: *The door is bowed and wedged shut.*

This room is littered with hollow metal spheres of all sizes around a small sundial-like pedestal. Moving any sphere will cause them to levitate into the air and take to whirling in interlocking orbits around the pedestal. Heroes must make Dex checks at –2 each round to avoid being hit by a sphere (Dmg 2). On the pedestal is an amber gemstone hemisphere that glows yellow. Removing it will deactivate the spheres. The stone is part of the lamp of enlightenment.

14. Sandpit: *The door is wedged shut.*

Beyond lies debris and piles of sand. In the far alcove a young female dreamer is pinned beneath a pillar. She is frightened. Shifting the pillar to free her causes a collapse that slams the door shut and releases a cascade of sand and rubble that will fill the room in 10 rounds. The mortar in the right wall to #15 is loose and may be chiseled and blocks removed to escape. (Dmg 1d6)

15. Menagerie: *This hall is empty but smells of moldy straw and antiseptic. All doors to the area are locked.*

A rusty key ring hangs on a peg, but there is a 1-in-10 chance a key will break when used. A magical amber glow lights the corridor when any weight is placed upon the floor.

A. Here rests a female dreamer. She will be shy to rescuers and keep her head bowed. She is possessed by

the Dark and is *unnatural*. She will try to lead heroes to danger or to backstab them (x3).

B. All seems still in this room. There is the carcass of a bear, shriveled from starvation.

C. A dead tree stands in the middle of this room. Otherwise it appears empty. Camouflaged on the trunk are four common poisonous lizards.

D. There is the carcass of a pig here. A young man covered with dried blood looks up and smiles. This is a dreamer who awoke a while ago and was trapped here. He wants to return to the dream.

E. This room has a shed shell of a giant beetle. There is a ball of grass (a nest) from which come sounds (just two hissing cockroaches).

F. A dead tree thrusts out of a scummy pool. Bones of a small animal (rat) lie about the tree. A constrictor snake hides in the pool.

G. This dusty, cobwebbed room is empty.

H. A still figure sits in a chair. It is the shriveled remains of A'nath-dor, a 6th-level mage. His spirit remains as a haunt who will seek to possess someone to help destroy the Dark.

I. This room is spotless; the walls, floor and ceiling are polished. There is a lemony pepper odor.

J. This room has several piles of packed earth. In one corner is a deep burrow. Sleeping in the burrow is a giant stag beetle. It is *unnatural*.

K. There is a smell of animal musk. An injured Knorr warrior lies here bearing many scars. He will warily agree to help the heroes for a time.

16. Unattainable Treasure: This room is painted with realistic frescos of a great throne room, filled with guards, nobles, two big mastiffs, and untold wealth. The room is littered with couches and more. The bodies of several dreamers sprawl on some of the divans. In the center of the room is a large multi-faceted globe in a stand. When spun, the heroes will see the frescoes spring to life, especially the vast hoard of treasure. The DM may have the heroes fight a battle in their mind, or have them wander, eyeing all the treasures. The dreamers will perform the role of any figures in the heroes' dream. If the globe is stopped, the dream ends.

17. Webs: This room is filled with thick gray webs, not the ebony satin in the other rooms. These webs won't burn but can be cut. The doors out are hidden behind the web. There are six large spiders in here (use centipedes; poison +2; pain -2 all rolls).

18. Dreamers: Stretched out on divans are several dreamers draped in shadows. The shadows are actually strands of dark webbing slowly leeching the life from these people. Their faces are contorted with worry or fearful nightmares. If they are awakened, they will be paralyzed with fear. The door to 17 is stuck.

19. Phase Spider: This room has an acidic odor and thick cobwebs festoon the 20' ceiling and corners. This is the lair of a phase spider, which will remain concealed in the webs near the ceiling and call to the

heroes in a pitiful woman's voice. The webbing quickly obscures those climbing from those on the floor. Spinning from a strand of webbing near the center of the room is the cross pole from the bone gate. These webs will not burn but may be cut. There is a hole to the ghoulish warrens hidden by webbing in one corner.

20. A. Treasure Trove: The door is locked. This room has a musty mildew odor. It is empty, but tattered tapestries hang against the walls from iron poles.

This room is a trap activated from the treasure room. When the trap is triggered, the door to the hall locks, and the floor slowly opens to reveal a 20'-deep pit filled with spikes (dmg 2d6). The tapestries can support up to 250 pounds of weight.

B. Treasure: This door is locked. The door has a shocking ward on it (dmg 1d4). Removing the contents of one chest triggers a counterbalance that causes the floor to open in 20A. Inside there are three ironbound chests, several small bronze statues of dog-headed people (50 gp each), and four large concave, tarnished brass mirrors. The chests are locked and contain 6,000 silver worth of treasure, goblets, plate, and one large silver platter. There are also a fur muff, a vial of scented oil, and a pouch of fine powder. These items may be used to polish the mirrors to a gleaming surface.

21. A. Empty Room? The door to this room is locked. The room is immaculate, the floors and walls polished. There is an odd odor in the air of lemony pepper.

B. Closet: The door to this room is locked. At the far end of this chamber is a polished iron chest. The chest is not trapped or locked and contains a lantern, three flasks of oil, and a bolt of fine silk (200 gp value). Beneath the chest is a hole to the ghoulish warren. On the ceiling by the door is a gelatinous cube that slides to the floor and blocks the heroes' retreat then moves forward to engulf them. Fires in this restricted area will inflict damage (1d6/rd) to the heroes.

22. Ah . . . Rats: The doors to this chamber are locked and barred. The floor is buckled and slopes steeply into a chasm with debris littering the slope.

There comes a chattering and skittering from the darkness of the chasm. This is the nest of 40 giant rats. Crossing or fighting in this room requires Dex checks at -2; failure results in the character sliding into the chasm (2 rds; dmg 1 pt/rd). Up to 4 rats per person will attack fallen characters, or double that number if their lair is invaded. A pouch with a potion of extra-healing lies in the rats' lair. There is a hole to the ghoulish warrens here.

23. Gibberling Ambush & Deadfalls: Chunks of stone and piles of debris fill the room. There is the smell of smoke. Several small fires smolder behind piles of rocks. There are gibberlings here, 4 times the number of heroes. Though these creatures fear fire, they are using it to hold the Dark at bay. They have made bundles of rags tied with ropes and soaked in the dark liqueur to use as fire bombs (dmg 1d4). The largest uses the final bone lance as a weapon and has tougher stats (AC 7, hp

15, THACO 16, Dmg d8+3). They will try to drive the heroes off or slay the heroes if they can't.

24. Tunnel Worms: This room is littered with fallen blocks of stone and debris crushing several bodies.

There are five tunnel worms hidden in the debris. They attack when the heroes are halfway across the room. There may be minor treasure, weapons, or tools on the bodies.

25. The Dark Beast! Hanging on a chain 20' above a chasm is the dark legendary lamp of enlightenment.

The edges of the chasm are brittle and creatures moving near the edge must make a save vs. Petrify or the edge will crumble and the victim must be rescued from hanging onto the edge or a ledge in the chasm. The chasm is 80' deep.

The Dark Beast will arise at a dramatic moment to battle the heroes. It will retreat after slaying two. If the two gems are joined together in the lamp of enlightenment, it will light and drive it the Dark away. The characters can also accomplish this if they reduce it to half its original hit points.

The Caverns Below

What lies in the depths of the dark chasm? Only further exploration will discover. The DM may create further adventures by mapping his own network of caves. Here are some ideas of what may be encountered.

Creatures that live below in the caves include bats, giant beetles, stolen dreamers, a cloaker, piercers, shadows, a slithering tracker, and, of course, the Dark.

Terrain challenges include large chambers, twisting tunnels, tight crawls, deep pits (50'-150' deep), ledge crossings, an underground river, pockets of gas, lime, hot springs, a steam fissure, slides, and climbs. There are two exits: one downriver, one up a natural chimney.

Treasures that might be found feature edible fungi, a journal with an entry on the location of a wizard's sanctum, natural oil, singing crystals, a rotting robe of useful items, a ring of feather falling, and a wand of frost with 5 charges left.

Creature Statistics:

Bats, common (swarm): AC 8; MV 1 fl 24; HD 1/2, hp 1; THACO 20; #AT 1 per target; Dmg 1; SA obscure (-2 atk), stun (1rd), SD nil; SW noise blinds; SZ T (1'); ML unreliable (1); Int animal (1); AL N; XP 7.

Beetles, giant rhinoceros (1): AC 3; MV 6; HD 8; hp 32; THACO 13; #AT 2; Dmg 1d8 horn + 2d4 trample; SA nil; SD nil; SZ L (8'); ML elite (14); Int non- (0); AL N; XP 650.

Beetles, giant stag (1): AC 2; MV 6; HD 5; hp 20; THACO 15; #AT 1; Dmg 2d6; SA nil; SD nil; SZ M (5'); ML elite (13); Int non- (0); AL N; XP 175.

Carrion Crawler (1): AC 3/7; MV 12; HD 3+1; hp 19; THACO 17; #AT 1 or 8; Dmg 1d2 bite or special; SA paralysis (2d6 turns); SD nil; SZ L (9'); ML fanatic (19); Int non- (0); AL N; XP 420.

Centipedes, giant (8): AC 9; MV 15; HD 1-1, hp 2; THACO 20; #AT 1, Dmg 0; SA Poison (+4 paralyze 2d6 hrs); SD Camouflage; SW cold/smoke (slows); SZ T (1'); ML unsteady (5); Int non- (0); AL N; XP 35.

Centipede, megalomorph (1): AC 5; MV 18 (6); HD 6; hp 32; THACO 13; #AT 1; Dmg 2d8; SA Poison (save = 2d4 acid); SD Burrows (AC 2); SW cold/salt (slow); SZ G (25'); ML average (10); Int animal (1); AL N; XP 1,400.

Charonath skeleton: AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SA nil; SD immune to charm/cold/fear/hold/sleep/poison, resist attacks from sharp or edged weapons (half damage), turns at -2; SZ M (5'); ML fearless (20); Int non- (0); AL N; XP 65.

Charonath zombie: AC 6; MV 9; HD 3; hp 15; THACO 15; #AT 1; Dmg 1d8; SA nil; SD immune to charm/cold/death-magic/fear/hold/sleep/poison, turns at -2; SZ M (6'); ML fearless (19); Int low (7); AL N; XP 175.

Charonti, children (0 lvl) (NA: 1-6): AC 10; MV 9; hp 2; THACO 20; #AT 1; Dmg 1; SA nil; SD nil; ML unsteady (5); AL NG; XP 7. Abilities: S 6, D 9, C 10, I 11, W 9, Ch 11.

Personality: Charonti children are interested in fun and have a fascination with magic and magical items.

Charonti, family (0-2nd lvl) (NA: 1-4): AC 10; MV 12; hp 4; THACO 20; #AT 1; Dmg 1-2; SA spells; SD spells; ML average (8); AL LG; XP 15. Abilities: S 11, D 9, C 11, I 12, W 11, Ch 10.

Personality: Generally, Charonti families are self-centered and expect the state Charonath to defend them.

Spells: 2—1st: *conjuryp, read magic*.

Charonti, guardians (5th-lvl fighter) (2): AC 6; MV 9; hp 35; THACO 16; #AT 1; Dmg 2d4, SA nil; SD nil; ML elite (13); AL LG; XP 175. Abilities: S 14, D 12, C 15, I 10, W 12, Ch 9.

Personality: Fierce devotion to Crown and defense.

Skills: endurance, local history, reading/writing.

Tools: Skilled with broad sword, club, dagger, halberd, short bow.

Possesses five shards of control and commands five Charonath.

Tactics: Uses Charonath to pin foe, then attack flanks.

Charonti, guildsmen (1st-5th lvl) (NA: 1-4): AC 9; MV 12; hp 3/lvl; THACO 19; #AT 1; Dmg 1d4; SA spells; SD spells; ML average (9); AL NG; XP see level. Abilities: S 12, D 9, C 12, I 13, W 9, Ch 14.

Personality: Money and profit come first for family.

Spells: 1/2/2 1/3 2/4 2 1—1st: *color spray, burning hands, light, shocking grasp*; 2nd: *stinking cloud, web*; 3rd: *hold person*.

Skills: appraising, craft, local history, read magic. Beginning at 3rd level can read wizard scrolls; 30%-2% per level of guildsman of mscasting.

Tools: Weapons, club, dagger, long sword, staff.

Tactics: Survival and profit shape their strategies.

Charonti, jurists (4th-lvl priest) (NA: 3): AC 7; MV 12; hp 19; THACO 18; #AT 1; Dmg 1d6; SA spells; SD spells; ML steady (12); AL NG; XP 175. Abilities: S 12, D 9, C 13, I 10, W 16, Ch 11.

Personality: Aloof, insightful, fair, supportive.

Spells: 3/2—1st: *bless, command, detect evil, light, remove fear, sanctuary*; 2nd: *aid, detect charm, hold person, silence*.

Skills: etiquette, languages, ancient, reading/writing.

Tools: Quarterstaff.

Tactics: Will not shirk his duty, but will compromise.

Charonti, priests (3rd-lvl philosophers) (NA: 1-3): AC 8; MV 9; hp 17; THACO 20; #AT 1; Dmg 1d6; SA spells; SD spells; ML average (8); AL NG; XP 120. Abilities: S 9, D 10, C 15, I 10, W 15, Ch 12.

Spells: 2/1—1st: *command, cure, entangle, shillelagh*; 2nd: *heat metal, hold person*.

Personality: Skeptical, disdainful, analytical.

Skills: reading/writing, ancient history, engineering, spellcraft. Proficient with club, staff, and short bow. Can resist priest spells (10%/Prst lvl -5%/caster level).

Tactics: Work together to overcome foes.

Charonti, rogues (4th-lvl surgeon) (NA: 1): AC 8; MV 12; hp 18; THACO 19; #AT 1; Dmg 1d4+2; SA nil, SD nil, ML average (10); AL NG; XP 175. Abilities: S 10, D 16, C 12, I 10, W 13, Ch 11.

Thief—PP 35, OL 45, F/RT 25, MS 30, HS 25, DN 35, RL 30.

Skills: reading/writing, healing, herbalist, history.

Personality: As a rule, Charurgeons are pacifists.

Tools: Carries herbs, bandages, and alcohol.

Tactics: Charurgeons avoid combat, but will defend.

Charonti, scholars (4th-lvl specialist) (NA: 1-2): AC 10; MV 12; hp 12; THACO 19; #AT 1; Dmg 1d4; SA spells; SD spells; ML average (9); AL NG; XP 175. Abilities: S 8, D 15, C 13, I 15, W 10, Ch 10.

Spells: 3/2—1st: *magic missile, phantasmal force, shocking grasp*; 2nd: *Melf's acid arrow, mirror image*.

Personality Scholars view others as uneducated people who don't appreciate their high social status and skills.

Skills: direction sense, jumping, spellcraft.

Tools: Weapons—dagger, rope, weighted sash.

Tactics Scholars prefer not to get their hands dirty and will attack from a distance, fleeing when they must.

The Dark Beast (1): AC 0; MV fl 6; HD 13, hp 99; THACO 7; #AT 1 per target; Dmg 1d6–2, SA causes fear (Wis –2), drain 2 Str & become unnatural, grapple; SD camouflage, immune to mind control, minimal damage from magic, silence 15'R, SW fire/light strike at AC becomes 7, suffers 1d6; MR 35%; SZ G (15'); ML elite (14); Int high (13); AL CE, XP 9,000.

Description This creature is living darkness, a massive semi-sentient shadowy being that moves by gliding along surfaces or hovering in the air. It is filled with negative energy and can not long survive the light of day.

Dreamers (0–2nd-lvl fighters) (NA: 1–4): AC 10; MV 6, hp 4/lvl +2, THACO 19; #AT 1; Dmg 1d2; SA nil; SD nil; ML unsteady (5); AL CN; XP 35. **Abilities:** S 7, D 7, C 16, I 10, W 5, Ch 16.

Personality: Caught in a perpetual dreamy stage, dreamers may be acting out part of their dream or seek to drink the black liqueur and sleep again once they have eaten their full. Dreamers are basically cowards.

Familiars (1): AC 6, MV vanes, HD 2, hp 9; THACO 19; #AT 1 or 3, Dmg 1d3 or 1/1/1d2, SA varies (rend 1/1, sleep 2d6 rds, et al), SD saves as master, varies, SZ T (18"), ML elite (13); Int very (12); AL any G; XP 270

Fungus, deadly (7): AC 10; MV 6; HD 2; hp 11, THACO 19; #AT 1; Dmg 1d4; SA spores (delirium for 1d4+1 rd: 1–5 cower, 6–7 stare, 8–9 flee, 10 attack nearest target); SD poison skin (dmg 5); SW light (–2 to actions, +2 to atk it); SZ S (7'); ML elite (13); Int non- (0); AL N; XP 120

Gibberlings (12): AC 10; MV 9; HD 1; hp 4; THACO 19; #AT 1; Dmg 1d4, SA cause fear (each rd) pack attack (+1 atk/gibberling in pile up to 4); SD nil; SW fear bright lights/fire; SZ S (4'); ML irregular (5); Int semi- (4); AL CN; XP 35.

Haunt, A'nath-dor (6th-lvl wizard): AC 0; MV 6 hp 18; THACO 15; #AT 1; Dmg 0; SA drains 2 Dex, strangles opposing alignment (doubles damage each round); SD only hurt by fire, silver or magical weapons (dmg=1 +bonuses), spells; SW hold causes haunt to save vs. Paralyze or be expelled, must remain within 60' of body until gains host; AL NG; XP 1,000

Spells: 4/2/2—1st: affect normal fires, burning hands, light, shocking grasp; 2nd: flaming sphere, pyrotechnics; 3rd: flame arrow and fireball

Personality: A'nath-dor seeks only to avenge his own death by helping defeat the Dark. Once the quest is completed he will leave. His spells may not be copied to a spellbook or learned by another

Jackals (6): AC 7; MV 12; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1; SA nil, SD nil; SZ T (2'), ML unsteady (5); Int animal (1); AL N; XP 7.

Knorr (4th-lvl fighter) (NA: 1–3): AC 7; MV 15; hp 25; THACO 17; #AT 1; Dmg 1d8, SA nil, SD nil; ML steady (12); AL LN, XP 175.

Abilities: S 15, D 13, C 15, I 9, W 10, Ch 9.

Personality: Lives by code. Fears magic. Seeks to destroy undead. Posturing

Skills: Skilled with dagger, hand axe, longsword, spear, blindfighting, fire-building, hunting. Never surprised

Tactics: Pelts spellcasters with rocks while slaying undead, then hunt mages

Lizards, common (1): AC 9; MV 6; HD 1; hp 5; THACO 20; #AT 1; Dmg 1; SA nil (poison, drowsiness –2 to actions); SD camouflage; SW cold (slows); SZ T (2'); ML unsteady (5); Int non- (0); AL N; XP 15.

Lizards, giant (1): AC 5; MV 15; HD 3+1; hp 22; THACO 17; #AT 1/1; Dmg 1d6 bite or 1d4 tail; SA grapples and worms (double damage); SD nil, SW cold/electricity (slows), SZ H (15'), ML average (9); Int non- (0); AL N; XP 175.

Outcast, rogues (3rd-lvl bandits) (NA: 2–5): AC 7; MV 12; hp 11; THACO 19; #AT 1; Dmg 1d6, SA nil; SD nil, ML unsteady (7); AL N;

XP 120. **Abilities:** S 12, D 14, C 9, I 9, W 10, Ch 13.

Theft—PP 35, OL 20, F/RT 25, MS 30, HS 35, DN 15, CW 80.

Personality: Vague, dishonest, cunning, self-serving.

Skills: animal lore, direction sense, running, survival

Expert at ambushing and finding way in wilds (50%)

Tools: Weapons club, dagger, short sword, sling.

Tactics: Bandits strike with surprise and run away if the going gets tough

Panther (great cat) (1): AC 6; MV 15 cl 6; HD 4+1, hp 21; THACO 17; #AT 3; Dmg 1d3/1d3 claws + 1d8 bite; SA leap (30'), rend (d4+1/d4+1); SD hide in shadows (75%), move silently (85%), stalk (92%); SW fears fire (–1 to actions); SZ L (7'); ML average (10); Int semi- (4); AL N; XP 420

Panther (unnatural) (1): AC 2, MV 12; HD 7+1; hp 36; THACO 13, #AT 3; Dmg d3+1/d3+1 claws +d8+1 bite; SA drain strength (1), leap (30'), rend (d4+2/d4+2); SD hide (85%), shadow walk, silent (95%), stalk (97%); SW fears bright light/fire (–2 to actions), MR 25%, SZ L (9'); ML champion (16); Int low (7); AL NE; XP 2,000

Rats, giant (8): AC 7; MV 12 sw 6; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1d3, SA disease (5%, weakness); SD pack attack (+1 atk per rat); SW fear fire; SZ T (2'); ML unsteady (5); Int semi- (4); AL NE, XP 15

Snake, poisonous (constrictor) (1): AC 6; MV 15 (9); HD 2+1 (3+2); hp 10 (17); THACO 19 (17); #AT 1 (2); Dmg 1/1d3, SA poison (+1, dmg 2d4), (constrict); SD nil; SW cold (slow); SZ M (5–9'); ML average (8); Int animal (1); AL N; XP 175.

Snake, giant poisonous (constrictor) (1): AC 5; MV 15 (9); HD 4+2 (6+1); hp 22 (33); THACO 17 (15); #AT 1 (2); Dmg 1d3/2d4, SA poison (+1, dmg 2d4), (constrict); SD nil; SW cold (slow); SZ H (12–20'); ML average (9); Int animal (1); AL N; XP 420 (650)

Shadows (4): AC 7; MV 12; HD 3+3; hp 17; THACO 17; #AT 1; Dmg 1d4+1; SA drain strength (1, become shadow); SD +1 or better wpn to hit, immune to sleep/charm/hold; SW light makes them AC 9; SZ M (6'); ML fanatic (18); Int low (6); AL CE; XP 420.

Spider, phase (1): AC 7; MV 6 web 12; HD 5+5; hp 28; THACO 15; #AT 1; Dmg 1d6; SA phasing (+4 atk), poison (–2 fatal), webbing; SD phasing each rd; SZ L (9'); ML champion (15); Int low (7); AL N; XP 1,400

Toads, giant (5): AC 7; MV 6 hop 6; HD 2; hp 11; THACO 19; #AT 1; Dmg 1d4+1; SA poison (+2 coma); SD camouflage, leap; SW heat/cold (slow); SZ S (2'); ML unsteady (5); Int animal (1); AL N; XP 175.

Trapper (lurker) (1): AC 3; MV 3; HD 6; hp 36; THACO 15, #AT 1; Dmg 4+victim's AC crushing, SA surprise, SD immune to cold/heat, undetectable 95%, SZ H (12'); ML steady (11); Int high (14); AL N; XP 420

Tunnel worms (centipede) (6): AC 4; MV 6; HD 3+3; hp 18; THACO 17; #AT 1; Dmg 2d4 bite; SA ambush +2; SW loss of 60% hp retreats, SZ L (12'); ML steady (12); Int non- (0); AL N; XP 175.

Undead, crawling (7): AC 7; MV 9; HD 1/2; hp 4; THACO 20, #AT 1; Dmg 1d3; SA nil; SD immune to charm/death/magic/fear/hold/poison/sleep/turning; SW cold (+1 damage suffered), resist damage from edged weapons (half damage), SZ T (1'); ML fearless (19); Int non- (0); AL N; XP 35.

Description: Animated conjoined body parts, real abominations

Undead, ghast (1): AC 4; MV 15; HD 4, hp 23; THACO 17; #AT 3; Dmg 1d4/1d4 claws + 1d8 bite; SA paralysis (d6+4 rds), SD immune to sleep/charm; SW cold iron 2x damage; SZ M (6'); ML elite (13); Int very (12); AL CE; XP 650.

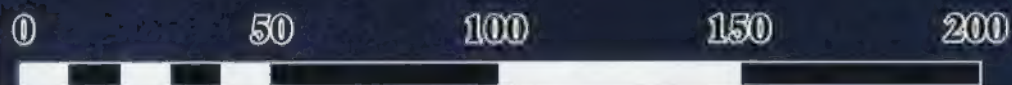
Undead, ghouls (6): AC 6; MV 9; HD 2; hp 9; THACO 19; #AT 3; Dmg 1d3/1d3 claws + 1d6 bite; SA paralysis (d6+2 rds); SD immune to sleep/charm; SZ M (5'), ML steady (11); Int low (5); AL CE; XP 175.



Unnaturals (1): AC (–2 AC), MV (–3 MV); HD (+2 HD); hp (+9 hp); THACO (–2 THACO); #AT normal; Dmg (+1 per atk); SA drain strength (1); SD special (displace, hide, silence, or shadow walk); SW fears bright light/fire (–2 to their actions); MR 25%; SZ normal, ML (+2 Morale); Int (+2 Int); AL +E; XP +2 levels.

Description: These are converted normal creatures. Their eyes have become black starry orbs and their stats are modified as above

JAKANDOR

ISLE OF DESTINY



-  Charonti Cr
-  Outcast Enc
-  Knorr Enca
-  Knorr Settle
-  Possible Ru
-  Ruin Sight
-  Ruin Partial



Center



Grassland



Light Forest



Bog or Moor

ve



Charonath Mining



Heavy Forest



Broken Land

pment



Volcano



Swamp



Cave

ent



Mountains



Trail



Forested Hills

Location



Hills



River



Irrigated Farmland

Explored



Plateau/Cliff



Rapids



Waterfall

Secured



Badlands



Reef

The
Adthan

Hramtep



Tayhramtep

Rabra Range

Nefon
Camp

Anhramtep
Encampment



